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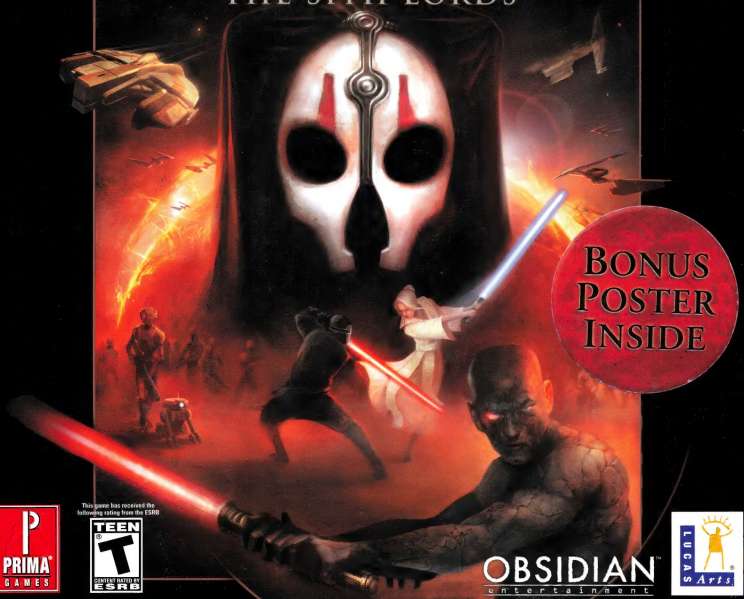

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PRIMA OFFICIAL GAME GUIDE

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JEDI COMPANIONS

This section reveals the 12 party members available during your questing, 10 of whom can be brought into your fold during a single adventure across the galaxy. Each party member's location, initial statistics, and their strengths and weaknesses are provided to give you an understanding of how best to utilize them. We have also taken each character through multiple experiences to gauge the sort of combat they are best suited to; the skills, feats, and powers they can learn; and the best equipment that suits them.

CAUTION

SPOILER ALERT!

The following information reveals which party members can be trained in the ways of the Jedi. Read through this material only if you wish to learn this information. Character companion quests, conversations to try, and party member secrets are uncovered in Appendix XII at the back of this tome.

NOTE

Consult the "Training" section for exhaustive details on the many statistics of these party members. In addition, each party member you interact with can cause a gain or loss in Influence, depending on how agreeable your answers are with their mindset. To open new areas of dialog and secrets, treat your party member with praise (high influence) or contempt (low influence).

T3-M4: EXPERT DROID

BIOGRAPHY AND OVERVIEW

Built by Janice Nall, a Twi'lek droid mechanic on Taris, T3-M4 is a robust expert droid with impressive intelligence and ranged combat capabilities. T3-M4 is a technical asset, creating computer spikes and acting as a portable workbench for upgrading items. In fact, if your Intelligence, Repair, and Computer skills are proficient enough, and you have a strong influence with your droid, you can permanently increase certain attributes in addition to those normally gained.

T3-M4 has excellent dexterity, so if you plan to take it into battle, place all subsequent points into this attribute. Early on, T3-M4 can equip the droid shock arm, a special damage-

inflicting weapon that acts like a weakened version of Force Lightning. The shock arm inflicts damage based on T3-M4's level, allowing the droid to keep pace with ever-stronger enemies. Or, you can take advantage of T3's Blaster Integration feat and place two strong blasters (after upgrading them) into the droid's casing. Also inspect the numerous flamethrowers, ion strikers, stun charges, and disruptors–these expendable weapons are amusing to employ, or you can save them for a particular situation.

As a droid, T3-M4 is unaffected by healing powers. Offset this disadvantage by stocking repair kits or installing a droid self-sustaining unit into T3's chassis.

Enhance T3-M4's protection with the droid renewable shield (see the "Droid Retrieval" sidequest in the Nar Shaddaa walkthrough section). This allows T3 to shrug off most special damage types. T3-M4 is also immune to mental Force projection, making him an asset against those with psychic mind tricks; but don't let this droid trundle too close to the enemy–his melee skills are unimpressive, and his vitality is low.

CHARACTER INFORMATION

STARTING APPEARANCE

DAMAGED APPEARANCE

Level: Expert Droid 3

STARTING EQUIPMENT

Special Weapon: Droid Shock Arm

Right Weapon: Mining Laser

STARTING STATISTICS

Attribute	*Value*	*Bonus*	*Attribute*	*Value*	*Bonus*
Strength	10	0	Vitality	30	0
Dexterity	15	+2*	Defense	14	0
Constitution	14	+2	Fortitude	3	0
Intelligence	16	+3*	Reflex	5	0
Wisdom	10	0	Will	1	0
Charisma	10	0			

* = Prime Statistic

STARTING SKILLS

Skill	*Starting Rank*	*Bonus*
Computer Use	6	+4*
Demolitions	2	+4
Stealth	0	0
Awareness	2	0
Persuade	0	0
Repair	6	+4*
Security	6	+4*
Treat Injury	0	0

* = Prime Statistic

RECOMMENDED EXPERIENCE ROUTE

Recommended ultimate appearance (ranged)

- **Recommended Attack Style:** ranged
- **Unique Abilities:** Creates computer spikes
- **Additional Advice:** Equip unique items. Use to create and upgrade items. Use primarily for computer, security, and repair problems. Immune to psychic Force powers, so use against enemies with these attacks.
- **Ranged Fighting Style:** Put your attribute points into Dexterity (you get these points every four levels). If you are primarily using T3-M4 as an item creator, place attribute points into Intelligence.
- **Skills Allocation:** Max out Repair first, then place remaining skills into Computer Use and Security.

RECOMMENDED FEATS TO LEARN

Level	*Feats*
1	Weapon Proficiency: Blaster Pistol, Droid Upgrade Class 1, Blaster Integration, Logic Upgrade
2	–
3	Gear Head
4	Recommended: Ranged Blaster Pistol Style
5	Class Skill: Demolitions
6	Two-Weapon Fighting
7	–
8	–

RECOMMENDED FEATS TO LEARN

Level	*Feats*
9	Rapid Shot
10	–
11	Improved Two-Weapon Fighting
12	Master Two-Weapon Fighting
13	–
14	–
15	Improved Rapid Shot
16	–
17	Master Rapid Shot
18	Weapon Focus: Blaster Pistol
19	–
20	–
21	Toughness
22	–
23	Improved Toughness
24	Master Toughness
25	–
26	–
27	Dual Strike
28	–
29	Improved Dual Strike
30	Master Dual Strike

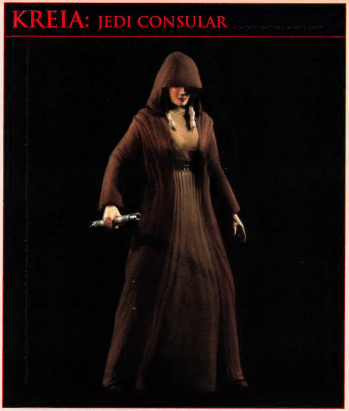
PREFERRED EQUIPMENT CHART

Area Slot	*Item*
Utility	Droid Systems Upgrade
Sensor	Droid Battle Upgrade
Utility	Droid Motivator
Special Weapon	Droid Shock Arm
Plating	Droid Energized Armor Mark III
Special Weapon	Droid Multi-spectral Emitter
Shield	Droid Renewable Shield
Right Weapon	Mandalorian Disintegrator
Left Weapon	Zabrak Heavy Blaster

ITEM UPGRADES

Pistol: Right Weapon Upgrades–Accuracy Scope Mark IV, Beam Splitter Mark III, Pure Rylith Power Cell
Pistol: Left Weapon Upgrades–Accuracy Scope Mark III, Mandalorian Chamber Mark III, Superior Rylith Power Cell

KREIA: JEDI CONSULAR



BIOGRAPHY AND OVERVIEW

When you locate her in the morgue on Peragus, the mysterious old woman plaguing your dreams and abducting you from your ship reveals herself to be a powerful Jedi Consular named Kreia. She soon proves to be both a guide and a powerful ally: her strengths include her Mentor ability, which provides a bonus to earned experience points whenever she is in the party.

Kreia forms a unique psychic bond between herself and you–a feat known as Force Chain. This allows any Force powers she uses, such as Force Resistance or Force Immunity, to mutually affect both of you. You can reciprocate, granting her any Force power bonuses you give to yourself.

Under certain circumstances, many of your party members can be trained by you, under her guidance, to embrace the path of the Jedi…or the Sith. When your character reaches Level 15, Kreia offers to teach you her deepest secrets, allowing you to branch out into the Prestige classes.

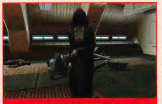
In terms of combat ability, Kreia's defense is low, so keep her at range; she cannot wear armor and her melee skills are lacking. Utilize her large reservoir of Force points (thanks in part to her Force Channel power) and her other destiny-changing powers. For light-side Kreia, focus on Stun, Force Valor, Heal, Force Shield, Battle Meditation, and Force Whirlwind, and then master these powers. For dark-side Kreia, learn Scream, Shock,

Wound, Heal, Battle Meditation, and Choke, and then improve these powers.

On the rare occasion where she isn't channeling the Force, equip Kreia with a blaster pistol. For feats, choose the Dueling, Toughness, and Rapid Shot aptitudes. For skills, maximize your Repair, Treat Injury, and Stealth (in that order). As she is a Consular, place all the additional attribute points you accrue into Wisdom.

CHARACTER INFORMATION

STARTING APPEARANCE



WOUNDED APPEARANCE

Level: Jedi Consular 3
STARTING EQUIPMENT
Body: Clothing

STARTING STATISTICS

Attribute	*Value*	*Bonus*	*Attribute*	*Value*	*Bonus*
Strength	10	0	Vitality	36	0
Dexterity	16	+3*	Force	49*	0
Constitution	16	+3*	Defense	16	0
Intelligence	14	+2	Fortitude	6	0
Wisdom	16	+3*	Reflex	5	0
Charisma	12	+1	Will	6	0

* = Prime Statistic

STARTING SKILLS

Skill	*Starting Rank*	*Bonus*
Computer Use	0	+2
Demolitions	0	0
Stealth	5	+3*
Awareness	6	+3*
Persuade	5	+1
Repair	0	+2
Security	0	0
Treat Injury	6	+3*

* = Prime Statistic

RECOMMENDED EXPERIENCE ROUTE

Recommended ultimate appearance (melee)

Recommended ultimate appearance (ranged)

Recommended ultimate appearance (light side)

Recommended ultimate appearance (dark side)

- **Recommended Attack Style:** Ranged, Jedi powers
- **Unique Abilities:** Force Sensitive, Mentor, Force Chain
- **Additional Advice:** Although able to brandish a lightsaber or even a blaster, Kreia's Force powers and exceptional Force points mean her talents with offensive Force powers are arguably unmatched. Ignore Two-Weapon Fighting, as Kreia loses her left hand early in the adventure. The feats chart here does not include Armor Proficiency Medium or Heavy; this isn't recommended as Force powers cannot be used.
- **Overall Fighting Style:** Always put your attribute points into Wisdom (you gain these every four levels).
- **Skills Allocation:** Place skill points into Repair, Treat Injury, and Stealth.

RECOMMENDED FEATS TO LEARN

Level	*Feats (Melee or Ranged)*	
1	Blaster Pistol, Melee Weapons, Jedi Defense, Force Focus, Jedi Sense, Dueling, Force Sensitive, Mentor, Force Chain; Weapon Focus: Lightsaber	
2	Finesse: Melee Weapons	
3	Class skill: Stealth	
Level	*Feats (Melee)*	*Feats (Ranged)*
4	–	–
5	–	–
6	Improved Dueling	Improved Dueling
7	–	–
8	–	–
9	Master Dueling	Master Dueling
10	–	–
11	–	–
12	Toughness	Toughness
13	–	–
14	–	–
15	Improved Toughness	Improved Toughness
16	–	–
17	–	–
18	Master Toughness	Master Toughness
19	–	–
20	–	–
21	Conditioning	Rapid Shot
22	–	–
23	–	–
24	Improved Conditioning	Improved Rapid Shot
25	–	–
26	–	–
27	Master Conditioning	Master Rapid Shot
28	–	–
29	–	–
30	Regenerate Force Points	Regenerate Force Points*

* Substitute Armor Proficiency: Learn armor proficiency light early if you want the most protection while using Force powers.

RECOMMENDED POWERS TO LEARN

Level	*Powers (Light Side or Dark Side)*	
1	Burst of Speed	
2	Fear	
3	Force Push	
Level	*Powers (Light Side)*	*Powers (Dark Side)*
4	Stun	Force Scream
5	Force Valor	Force Shock
6	Heal, Force Aura	Horror, Wound
7	Force Shield	Heal
8	Battle Meditation	Battle Meditation
9	Force Whirlwind, Revitalize	Improved Force Scream, Force Lightning
10	Stasis	Force Whirlwind
11	Knight Valor	Choke
12	Improved Heal, Force Armor	Kill, Insanity
13	Knight Speed	Drain Life
14	Improved Battle Meditation	Revitalize
15	Improved Revitalize, Stasis Field	Master Force Scream, Force Wave
16	Force Wave	Improved Heal
17	Master Valor	Improved Revitalize
18	Master Heal, Master Speed	Force Storm, Death Field
19	Master Battle Meditation	Master Heal
20	Force Resistance	Improved Battle Meditation
21	Master Revitalize, Force Immunity	Master Revitalize, Master Battle Meditation
22	Force Suppression	Force Valor
23	Force Breach	Knight Valor
24	Energy Resistance, Improved Energy Resistance	Master Valor, Force Aura
25	Master Energy Resistance	Force Shield
26	Force Barrier	Force Armor
27	Improved Force Barrier, Master Force Barrier	Knight Speed, Master Speed
28	Stun Droid	Force Suppression
29	Disable Droid	Force Breach
30	Destroy Droid, Force Deflection	Force Resistance, Force Immunity

PREFERRED EQUIPMENT CHART

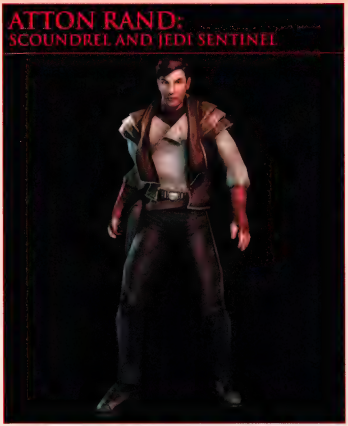
Area Slot	*Item (Melee)*	*Item (Ranged)*
Implant	Physical Boost Implant	Physical Boost Implant
Head	Enhanced Shielding Visor	Target Assessor
Hands	Dominator Gauntlets	Automation Gloves
Left Arm	Mandalorian Power Shield	Mandalorian Power Shield
Armor	Zeison Sha Warrior Armor	Zeison Sha Warrior Armor
Right Arm	Verpine Prototype Shield	Verpine Prototype Shield
Belt	GNS Strength Enhancer	Aratech Echo Belt
Right Weapon	Echani Vibrosword	Mandalorian Disintegrator
Left Weapon	–	–

Area Slot	*Item (Jedi Powers)*
Implant	Mental Boost Implant
Head	Circlet of Saresh/Force Focusing Visor
Hands	Jal Shey Meditation Gloves
Left Arm	Mandalorian Power Shield
Armor	Jal Shey Mentor Armor
Right Arm	Verpine Prototype Shield
Belt	Jal Shey Mentor Belt
Right Weapon	Lightsaber
Left Weapon	–

ITEM UPGRADES

Armor Upgrades: Melee Style–Armorply Plating Mark IV, Strengthening Underlay Mark V
Armor Upgrades: Ranged Style–Armorply Plating Mark IV, Biorestorative Underlay Mark V
Armor Upgrades: Jedi Power Style–Armorply Plating Mark III, Biorestorative Underlay Mark V
Melee: Right Weapon Upgrades–Superior Agrinium Grip, Vibration Cell Mark IV, Ostrine Edge
Ranged: Right Weapon Upgrades–Accuracy Scope Mark IV, Beam Splitter Mark III, Pure Rylith Power Cell
Lightsaber: Lorrdian Gemstone, Jenruax Crystal, Ossus Dueling Lens, Expert Deflection Emitter, Ultimate Diatium Energy Cell

ATTON RAND:
SCOUNDREL AND JEDI SENTINEL



BIOGRAPHY AND OVERVIEW

Tumbling through disaster after disaster ever since he was five and counting on his incredible luck to pull him through each time, Atton "Jaq" Rand was once an elite pilot but has always been a scoundrel. This entitles him to a number of unique feats, such as Survival, which makes him tougher the more damage he sustains; try healing him at the very last moment and only to half his regular health so he takes more damage, thus making him tougher. He also comes with Spirit, which allows him to return to combat after he reaches zero vitality points. Send Atton into the fray, hang back, and wait for him to continuously stagger back to his feet after an otherwise deadly enemy blow.

Being a scoundrel, Atton has natural and increasing defense bonuses, thanks to Scoundrel's Luck. At Level 19, he can follow the Sneak Attack feat to 10; this, coupled with his Stealth Run ability, allows him to eliminate single targets with incredible ease. However, his average strength negates melee potential. Instead, focus on ranged combat, pumping up his dexterity and learning Two-Weapon Fighting and Rapid Shot to give inspiring cover fire. The bonuses he receives for his Stealth Attack ability allow you to equip him with weapons that stun (such as sonic weapons). Watch that damage bonus climb.

After you unlock Atton's innate Jedi Sentinel abilities (see Appendix XII), continue on the path you chose for him, keeping him at range. Learn light side powers to aid your team or dark side ones to Choke, Shock, and ravage your enemy. Continually increase his Wisdom and have him learn Weapon Finesse: Lightsaber to unleash his full potential. Build a dual-bladed lightsaber for violent, close-quarter scrapes.

CHARACTER INFORMATION

STARTING APPEARANCE

WOUNDED APPEARANCE

Atton when neutral or light side; Atton shifting toward the dark side; and Atton pure dark side.

Level: Scoundrel 3

STARTING EQUIPMENT

Body: Atton's Ribbed Jacket

STARTING STATISTICS

Attribute	*Value*	*Bonus*	*Attribute*	*Value*	*Bonus*
Strength	12	+1	Vitality	24	0
Dexterity	16	+3*	Force	0	0
Constitution	14	+2	Defense	19	0
Intelligence	10	0	Fortitude	5	0
Wisdom	10	0	Reflex	8	0
Charisma	12	+1	Will	3	0

* = Prime Statistic

STARTING SKILLS

Skill	*Starting Rank*	*Bonus*
Computer Use	3	0
Demolitions	4	0*
Stealth	4	+3*
Awareness	5	0*
Persuade	0	+1
Repair	0	0
Security	5	0
Treat Injury	0	0

* = Prime Statistic

RECOMMENDED EXPERIENCE ROUTE

Recommended ultimate appearance (melee)

Recommended ultimate appearance (ranged)

Recommended ultimate appearance (light side)

Recommended ultimate appearance (dark side)

- **Recommended Attack Style:** Ranged. If Light Jedi, enhance the party during battle. If Dark Jedi, use offensive powers.
- **Unique Abilities:** Scoundrel's Luck, Survival, Spirit. Becoming a Jedi is detailed in Appendix XII.
- **Additional Advice:** Send him into combat alone to soften up enemies, then heal him. Later have him concentrate on providing covering fire.
- **Overall Fighting Style:** When melee, put your attribute points into Strength. When ranged, put your attribute points into Dexterity (gained every four levels).
- **Skills Allocation:** Always put as many points as possible into Security and put the remaining into Stealth, Demolitions, and Awareness.

RECOMMENDED FEATS TO LEARN

Level	Feats (Melee or Ranged)	
1	Armor Proficiency: Light, Armor Proficiency: Medium, Critical Strike, Sniper Shot, Sneak Attack I, Weapon Proficiency: Blaster Pistol, Weapon Proficiency: Blaster Rifle, Weapon Proficiency: Melee, Scoundrel's Luck, Survival, Spirit	
2	Weapon Focus: Blaster Pistol	
3	–	
Level	*Feats (Melee)*	*Feats (Ranged)*
4	–	–
5	Armor Proficiency: Heavy	Armor Proficiency: Heavy
6	–	–
7	–	–
8	Two-Weapon Fighting	Two-Weapon Fighting
9	–	–
10	–	–
11	Flurry	Rapid Shot
12	–	–
13	–	–
14	Improved Two-Weapon Fighting	Improved Two-Weapon Fighting
15	–	–
16	–	–
17	Improved Flurry	Improved Rapid Shot
18	–	–
19	–	–
20	Master Two-Weapon Fighting	Master Two-Weapon Fighting
21	–	–
22	–	–
23	Master Flurry	Master Rapid Shot
24	–	–
25	–	–
26	Toughness	Toughness
27	–	–
28	–	–
29	Improved Toughness	Improved Toughness
30	–	–

RECOMMENDED POWERS TO LEARN

Level	Powers (Light Side)	Powers (Dark Side)
12	Burst of Speed	Shock
13	Force Valor	Force Lightning
14	Stun	Wound
15	Knight Speed	Choke
16	Knight Valor	Kill
17	Stasis	Force Scream
18	Master Speed	Force Storm
19	Master Valor	Improved Force Scream
20	Stasis Field	Master Force Scream
21	Force Push	Drain Life
22	Force Whirlwind	Death Field
23	Force Wave	Fear
24	Battle Meditation	Horror
25	Improved Battle Meditation	Insanity
26	Master Battle Meditation	Force Push
27	Heal	Force Whirlwind
28	Improved Heal	Force Wave
29	Master Heal	Battle Meditation
30	Revitalize	Improved Battle Meditation

PREFERRED EQUIPMENT CHART

Area Slot	*Item (Melee)*	*Item (Ranged)*
Implant	Physical Boost Implant	Physical Boost Implant
Head	Enhanced Shielding Visor	Target Assessor
Hands	Dominator Gauntlets	Automation Gloves
Left Arm	Mandalorian Power Shield	Mandalorian Power Shield
Armor	Mandalorian Assault Armor	Flex Heavy Armor
Right Arm	Verpine Prototype Shield	Verpine Prototype Shield
Belt	GNS Strength Enhancer	Aratech Echo Belt
Right Weapon	Echani Vibrosword	Mandalorian Disintegrator
Left Weapon	Sith Tremor Sword	Zabrak Heavy Blaster

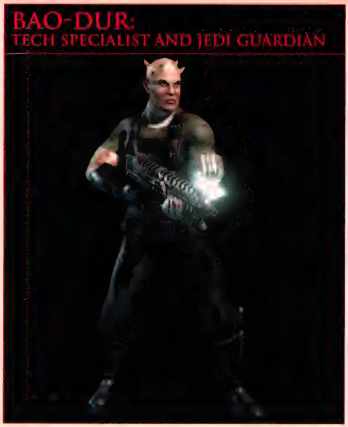
PREFERRED EQUIPMENT CHART

Area Slot	*Item (Jedi Powers)*
Implant	Mental Boost Implant
Head	Circlet of Saresh/Force Focusing Visor
Hands	Jal Shey Meditation Gloves
Left Arm	Mandalorian Power Shield
Armor	Zeison Sha Warrior Armor
Right Arm	Verpine Prototype Shield
Belt	Jal Shey Mentor Belt
Right Weapon	Double-Bladed Lightsaber
Left Weapon	–

ITEM UPGRADES

Armor Upgrades: Melee Style–Bonded Plates Mark IV, Strengthening Underlay Mark V
Armor Upgrades: Ranged Style–Bonded Plates Mark IV, Flexible Underlay Mark V
Armor Upgrades: Jedi Power Style–Armorply Plating Mark III, Biorestorative Underlay Mark V
Melee: Right Weapon Upgrades–Superior Agrinium Grip, Vibration Cell Mark IV, Ostrine Edge
Melee: Left Weapon Upgrades–Superior Zabrak Grip, Enhanced Energy Cell Mark IV, Quadranium Edge
Ranged: Right Weapon Upgrades–Accuracy Scope Mark IV, Beam Splitter Mark III, Pure Rylith Power Cell
Ranged: Left Weapon Upgrades–Accuracy Scope Mark III, Mandalorian Chamber Mark III, Superior Rylith Power Cell
Lightsaber: Dual Bladed–Kaiburr Crystal, Ankarres Sapphire, Enhanced Byrothsis Lens, Expert Fencing Emitter, Telgorn Jolt Cell Mark III

BAO-DUR:
TECH SPECIALIST AND JEDI GUARDIAN



BIOGRAPHY AND OVERVIEW

Bao-Dur is a Zabrak tech specialist and refugee from a colony world in the Mid Rim that was bombed out of commission by Malak. Bao-Dur has impressive technical expertise; he has Improved Gear Head and is an asset when you want to create upgraded items, including your own lightsaber.

His main strengths lie in his close-combat potential, as he begins with two unique abilities. The first is Shield Breaker, which allows him to disintegrate a target's energy shields. This can be applied to energy walls or personal enemy protection, but Bao-Dur must be close to punch the energy source. He also possesses Repulsor Strike, causing impressive extra electrical damage with each successful hit.

Combined with the additional damage he causes with his Unarmed specialist feat series, Bao-Dur is more than capable of handling himself in a fight. He is followed by a small remote droid. Aggressively attack your target to have the remote back you up. Bao-Dur's main drawback is his lack of willingness to wear most types of armor; equip him with the Krath holy battle suit to avoid defense penalties. Add extra attribute points to strength and improve his Flurry, Two-Weapon, and Toughness feats, and Toughness as you progress. If you want to learn the robust and devastating potential of unarmed combat, choose Bao-Dur.

Also check his droid service duties aboard the *Ebon Hawk* after you collect an assortment of mechanical companions, such as G0-T0 and HK-47. He can also provide you with a variety of shields at any time, which can be used or sold.

Should you learn Bao-Dur's path to Jedi destiny (consult Appendix XII), have light-side Bao-Dur enhance the party with Valor prior to combat, then learn Stun. For dark side, learn Shock, Lightning, Wound, Choke, and then descend into darkness from there.

CHARACTER INFORMATION

STARTING APPEARANCE

WOUNDED APPEARANCE

Bao-Dur when neutral or light side; Bao-Dur shifting toward the dark side; and Bao-Dur pure dark side. Note the change in tattoos.

Level: Tech Specialist 6
STARTING EQUIPMENT
Companion: Bao-Dur's Remote

STARTING STATISTICS

Attribute	*Value*	*Bonus*	*Attribute*	*Value*	*Bonus*
Strength	14	+2*	Vitality	48	0
Dexterity	10	0	Force	–	0
Constitution	14	+2*	Defense	10	0
Intelligence	15	+2*	Fortitude	5	0
Wisdom	14	+2	Reflex	4	0
Charisma	10	0	Will	6	0

* = Prime Statistic

STARTING SKILLS

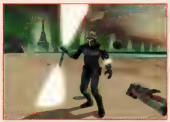
Skill	*Starting Rank*	*Bonus*
Computer Use	9	+4*
Demolitions	9	+2*
Stealth	1	0
Awareness	8	+2*
Persuade	0	0
Repair	9	+4*
Security	9	+4*
Treat Injury	4	+2

* = Prime Statistic

RECOMMENDED EXPERIENCE ROUTE

Recommended ultimate appearance (melee)

Recommended ultimate appearance (ranged)



Recommended ultimate appearance (light side)

Recommended ultimate appearance (dark side)

- **Recommended Attack Style:** Melee. If Light Jedi, enhance the party during battle. If Dark Jedi, use offensive powers.
- **Unique Abilities:** Shield Breaker, allowing Bao-Dur to punch through enemy and doorway shields. Becoming a Jedi is detailed in Appendix XII at the back of this guide.
- **Additional Advice:** Build up Bao-Dur's melee combat prowess due to his Shield Breaker and reasonable Strength, plus his Repulsor Strike at Level 7 and 13. He is a prime candidate for upgrading your equipment and creating new items. He can create shields for you and your team at any time. He builds your lightsaber and upgrades your droids. When a Jedi, use him in melee combat and emphasize self-protective powers.

- **Overall Fighting Style:** When melee, always put your attribute points into Strength. When ranged, always put your attribute points into Dexterity (you gain these every four levels).
- **Skills Allocation:** Always put as many points as possible into Computer Use, Security, Repair, and put the remaining into Demolitions and Awareness.

RECOMMENDED FEATS TO LEARN

Level	*Feats (Melee or Ranged)*	
1	Armor Proficiency: Light, Armor Proficiency: Medium, Critical Strike, Flurry, Power Attack, Conditioning, Weapon Proficiency: Blaster Pistol, Weapon Proficiency: Blaster Rifle, Weapon Proficiency: Melee, Shield Breaker	
2	Unarmed Specialist I	
3	Gear Head	
4	Improved Gear Head	
5	–	
6	Unarmed Specialist II	
Level	*Feats (Melee)*	*Feats (Ranged)*
7	Improved Flurry	Rapid Shot
8	–	–
9	Two-Weapon Fighting	Two-Weapon Fighting
10	–	–
11	Master Flurry	Improved Rapid Shot
12	–	–
13	Improved Two-Weapon Fighting	Improved Two-Weapon Fighting
14	–	–
15	Master Two-Weapon Fighting	Master Rapid Shot
16	–	–
17	Toughness	Master Two-Weapon Fighting
18	–	–
19	Improved Toughness	Toughness
20	–	–
21	Master Toughness	Improved Toughness
22	–	–
23	Improved Conditioning	Master Toughness
24	–	–
25	Master Conditioning	Power Blast
26	–	–
27	Improved Power Attack	Improved Power Blast
28	–	–
29	Master Power Attack	Master Power Blast
30	–	–

RECOMMENDED POWERS TO LEARN

Level	*Powers (Light Side)*	*Powers (Dark Side)*
12	Burst of Speed	Shock
13	Force Valor	Force Lightning
14	Stun	Wound
15	Knight Speed	Choke
16	Knight Valor	Kill
17	Stasis	Force Scream
18	Master Speed	Force Storm
19	Master Valor	Improved Force Scream
20	Stasis Field	Master Force Scream
21	Force Push	Drain Life
22	Force Whirlwind	Death Field
23	Force Wave	Fear
24	Battle Meditation	Horror
25	Improved Battle Meditation	Insanity
26	Master Battle Meditation	Force Push
27	Heal	Force Whirlwind
28	Improved Heal	Force Wave
29	Master Heal	Battle Meditation
30	Revitalize	Improved Battle Meditation

PREFERRED EQUIPMENT CHART

Area Slot	*Item (Melee)*	*Item (Ranged)*
Implant	Physical Boost Implant	Physical Boost Implant
Head	Enhanced Shielding Visor	Target Assessor
Hands	Dominator Gauntlets	Automation Gloves
Left Arm	Mandalorian Power Shield	Mandalorian Power Shield
Armor	Krath Holy Battle Suit	Krath Holy Battle Suit
Right Arm	Verpine Prototype Shield	Verpine Prototype Shield
Belt	GNS Strength Enhancer	Aratech Echo Belt
Right Weapon	Echani Vibrosword	Mandalorian Disintegrator
Left Weapon	Sith Tremor Sword	Zabrak Heavy Blaster
Area Slot	*Item (Jedi Powers)*	
Implant	Physical Boost Implant	
Head	Enhanced Shielding Visor	
Hands	Dominator Gauntlets	
Left Arm	Mandalorian Power Shield	
Armor	Jamoh Hogra's Battle Armor	

PREFERRED EQUIPMENT CHART

Area Slot	*Item (Jedi Powers)*
Right Arm	Verpine Prototype Shield
Belt	GNS Strength Enhancer
Right Weapon	Double-Bladed Lightsaber
Left Weapon	–

ITEM UPGRADES

Armor Upgrades: Melee Style–Armorply Plating Mark IV, Strengthening Underlay Mark V
Armor Upgrades: Ranged Style–Armorply Plating Mark IV, Biorestorative Underlay Mark V
Armor Upgrades: Jedi Power Style–Armorply Plating Mark IV, Strengthening Underlay Mark V
Melee: Right Weapon Upgrades–Superior Agrinium Grip, Vibration Cell Mark IV, Ostrine Edge
Melee: Left Weapon Upgrades–Superior Zabrak Grip, Enhanced Energy Cell Mark IV, Quadranium Edge
Ranged: Right Weapon Upgrades–Accuracy Scope Mark IV, Beam Splitter Mark III, Pure Rylith Power Cell
Ranged: Left Weapon Upgrades–Accuracy Scope Mark III, Mandalorian Chamber Mark III, Superior Rylith Power Cell
Jedi Power Lightsaber: Kaiburr Crystal, Ankarres Sapphire, Enhanced Byrothsis Lens, Expert Fencing Emitter, Telgorn Jolt Cell Mark III

HANDMAIDEN: SOLDIER AND JEDI GUARDIAN

BIOGRAPHY AND OVERVIEW

One of the six Echani handmaidens who serve the Jedi Knight Atris is called upon when Atris is either unable or unwilling to intervene directly in affairs. Only available to male player characters after you visit the Jedi academy on Telos, the handmaiden becomes a considerable combat presence as both a soldier, and after training, as a Jedi Guardian.

The handmaiden's delicate form betrays her exceptional combat potential; she is just as content damaging foes from a distance as she is at close quarters, and she arrives with numerous feats. Her unique feat, the Echani Strike, is ideal if you are taking her down the path of unarmed combat; she also automatically learns the Unarmed Specialist feat just in case your melee weapons aren't cutting down the enemy quickly enough. Conversely, she has a higher starting dexterity than strength, making her ranged attack bonuses easier to accumulate. Under the right supervision, she could become an almost unstoppable unarmed force.

After her Jedi Guardian path is illuminated (see Appendix XII), and she dons her mother's robes, throw all your light side powers into beefing up the party before and during combat–or strike your foes down with the doomed and deadly dark side offense. Choose either a ranged or melee path early on, and stick to a single attribute to increase: either strength or dexterity.

CHARACTER INFORMATION

STARTING APPEARANCE

WOUNDED APPEARANCE

Handmaiden when neutral or light side and handmaiden pure dark side. Note the change in her hooded clothing.

Level: Soldier 6
STARTING EQUIPMENT
Body: Clothing
Body: Handmaiden's Robes (after certain objectives are met)
Right Weapon: Handmaiden's Staff

STARTING STATISTICS

Attribute	Value	Bonus	Attribute	Value	Bonus
Strength	14	+2*	Vitality	78	0
Dexterity	16	+3*	Force	0	0
Constitution	14	+2*	Defense	16	0
Intelligence	10	0	Fortitude	8	0
Wisdom	10	0	Reflex	6	0
Charisma	14	+2	Will	3	0

* = Prime Statistic

STARTING SKILLS

Skill	Starting Rank	Bonus
Computer Use	0	0
Demolitions	0	0
Stealth	5	+3
Awareness	8	0*
Persuade	0	+2
Repair	0	0
Security	0	0
Treat Injury	8	0*

* = Prime Statistic

RECOMMENDED EXPERIENCE ROUTE

Recommended ultimate appearance (melee)

Recommended ultimate appearance (ranged)

Recommended ultimate appearance (light side)

Recommended ultimate appearance (dark side)

- **Recommended Attack Style:** Melee or ranged. If Light Jedi, enhance the party during battle. If Dark Jedi, use offensive powers.
- **Unique Abilities:** Echani Strike, useful for dealing out impressive unarmed damage.
- **Additional Advice:** Ranged combat is slightly easier to accomplish with the handmaiden, but if you are closely maintaining her stats, you can utilize offensive melee feats and learn all the different unarmed techniques. She is an exceptional bodyguard.
- **Overall Fighting Style:** When melee, always put your attribute points into Strength. When ranged, always put your attribute points into Dexterity (you gain these every four levels).
- **Skills Allocation:** Always put as many points into Treat Injury as possible, and put the remaining into Awareness.

RECOMMENDED FEATS TO LEARN

Level	Feats (Melee or Ranged)	
1	Armor Proficiency: Light, Armor Proficiency: Medium, Armor Proficiency: Heavy, Power Attack, Power Blast, Weapon Proficiency: Blaster Pistol, Weapon Proficiency: Blaster Rifle, Weapon Proficiency: Melee, Two-Weapon Fighting	
2	Conditioning	
3	Toughness	
4	Improved Power Attack	
5	Improved Two-Weapon Fighting, Echani Strike	
6	Improved Toughness	
Level	**Feats (Melee)**	**Feats (Ranged)**
7	Flurry	Rapid Shot
8	Master Two-Weapon Fighting	Master Two-Weapon Fighting
9	Improved Flurry	Improved Rapid Shot
10	Master Flurry	Master Rapid Shot
11	Master Power Attack	Improved Power Blast
12	Master Toughness	Master Power Blast
13	Weapon Focus: Melee	Master Toughness
14	Weapon Specialization: Melee	Weapon Focus: Blaster Pistol
15	Critical Strike	Weapon Specialization: Blaster Pistol
16	Improved Critical Strike	Conditioning
17	–	–
18	Master Critical Strike	Improved Conditioning
19	–	–
20	Conditioning	Master Conditioning
21	–	–
22	Improved Conditioning	Precise Shot I
23	–	–

RECOMMENDED FEATS TO LEARN

Level	*Feats (Melee)*	*Feats (Ranged)*
24	Master Conditioning	Precise Shot II
25	–	–
26	Dual Strike	Precise Shot III
27	–	–
28	Improved Dual Strike	Precise Shot IV
29	–	–
30	Master Dual Strike	Precise Shot V

RECOMMENDED POWERS TO LEARN

Level	*Powers (Light Side)*	*Powers (Dark Side)*
12	Burst of Speed	Shock
13	Force Valor	Force Lightning
14	Stun	Wound
15	Knight Speed	Choke
16	Knight Valor	Kill
17	Stasis	Force Scream
18	Master Speed	Force Storm
19	Master Valor	Improved Force Scream
20	Stasis Field	Master Force Scream
21	Force Push	Drain Life
22	Force Whirlwind	Death Field
23	Force Wave	Fear
24	Battle Meditation	Horror
25	Improved Battle Meditation	Insanity
26	Master Battle Meditation	Force Push
27	Heal	Force Whirlwind
28	Improved Heal	Force Wave
29	Master Heal	Battle Meditation
30	Revitalize	Improved Battle Meditation

PREFERRED EQUIPMENT CHART

Area Slot	*Item (Melee)*	*Item (Ranged)*
Implant	Physical Boost Implant	Physical Boost Implant
Head	Enhanced Shielding Visor	Target Assessor
Hands	Dominator Gauntlets	Automation Gloves
Left Arm	Mandalorian Power Shield	Mandalorian Power Shield
Armor	Mandalorian Assault Armor	Flex Heavy Armor
Right Arm	Verpine Prototype Shield	Verpine Prototype Shield
Belt	Gns Strength Enhancer	Aratech Echo Belt
Right Weapon	Echani Vibrosword	Mandalorian Disintegrator
Left Weapon	Sith Tremor Sword	Zabrak Heavy Blaster

Area Slot	*Item (Jedi Powers)*
Implant	Physical Boost Implant
Head	Circlet of Saresh/Force Focusing Visor
Hands	Jal Shey Meditation Gloves
Left Arm	Mandalorian Power Shield
Armor	Zeison Sha Warrior Armor
Right Arm	Verpine Prototype Shield
Belt	Jal Shey Mentor Belt
Right Weapon	Double-Bladed Lightsaber
Left Weapon	–

ITEM UPGRADES

Armor Upgrades: Melee Style–Bonded Plates Mark IV, Strengthening Underlay Mark V

Armor Upgrades: Ranged Style–Bonded Plates Mark IV, Flexible Underlay Mark V

Melee: Right Weapon Upgrades–Superior Agrinium Grip, Vibration Cell Mark IV, Ostrine Edge

Melee: Left Weapon Upgrades–Superior Zabrak Grip, Enhanced Energy Cell Mark IV, Quadranium Edge

Ranged: Right Weapon Upgrades–Accuracy Scope Mark IV, Beam Splitter Mark III, Pure Rylith Power Cell

Ranged: Left Weapon Upgrades–Accuracy Scope Mark III, Mandalorian Chamber Mark III, Superior Rylith Power Cell

Lightsaber: Kaiburr Crystal, Ankarres Sapphire, Enhanced Byrothsis Lens, Expert Fencing Emitter, Telgorn Jolt Cell Mark III

MIRA: SCOUT AND JEDI GUARDIAN

BIOGRAPHY AND OVERVIEW

One of many bounty hunters that skulk in the bars and ports on Nar Shaddaa, this scout joins you if your destiny has taken a light side or neutral path. She is already equipped with her unique wrist launcher, her Weapon Proficiency is Wrist Mounted, and she has grenades that come in a number of varieties. However, as you progress, the slightly risky strategy of launching area-of-effect missiles into combat may be at odds with melee combat fighters, so learn ranged weapon feats and perfect Mira's Precise Shot, which helps each blast strike accurately.

Being a scout, Mira's unique skills continue with Targeting, an eight-tiered feat that can end with a +8 attack bonus with ranged weapons. As you progress, invest in Rapid Shot, Two-Weapon Fighting, and then Toughness feats to create a long-range specialist. However, when not in combat, be aware of Mira's Point Guard ability–an extremely useful bonus when trekking through mine fields. Combine this ability with her Stealth skill for the ultimate infiltrator.

Mira's path to becoming a Jedi Sentinel is also possible (see Appendix XII). When she learns to harness the Force, have a light-side Mira continue to utilize long-range weapons while powering up her wounded or close-combat teammates. A dark-side Mira should focus on offensive ranged powers. Although lightsaber combat is possible with Mira, and proves to be an entertaining diversion, her attributes are best served away from enemy melee weaponry.

CHARACTER INFORMATION

STARTING APPEARANCE

WOUNDED APPEARANCE

Mira when neutral or light side; Mira shifting toward the dark side; and Mira pure dark side.

Level: Scout 6

STARTING EQUIPMENT

Body: Mira's Ballistic Mesh Jacket

Right Arm: Wrist Launcher

STARTING STATISTICS

Attribute	*Value*	*Bonus*	*Attribute*	*Value*	*Bonus*
Strength	10	0	Vitality	54	0
Dexterity	16	+3*	Force	0	0
Constitution	12	+1	Defense	19	0
Intelligence	14	+2	Fortitude	6	0
Wisdom	11	0	Reflex	8	0
Charisma	10	0	Will	5	0

* = Prime Statistic

STARTING SKILLS

Skill	Starting Rank	Bonus
Computer Use	0	+4
Demolitions	6	+3*
Stealth	6	+4*
Awareness	6	0
Persuade	0	0
Repair	0	+2
Security	6	+2*
Treat Injury	3	0

* = Prime Statistic

RECOMMENDED EXPERIENCE ROUTE

Recommended ultimate appearance (melee)

Recommended ultimate appearance (ranged)

Recommended ultimate appearance (light side)

Recommended ultimate appearance (dark side)

- Recommended Attack Style: Ranged. If Light Jedi, enhance the party during battle. If Dark Jedi, use offensive powers.
- Unique Abilities: Weapon Proficiency: Wrist Launcher, Point Guard
- Additional Advice: Mira is definitely a ranged character, but she also benefits from her stealth and ability to maneuver over mines without penalty. Have her investigate the path ahead, report back, and remain behind the melee attackers in combat.
- Overall Fighting Style: When melee, always put your attribute points into Strength. When ranged, always put your attribute points into Dexterity (you gain these every four levels).
- Skills Allocation: Unless you are determined to use your Stealth, always put as many points into Computer Use and Repair, and put the remaining into Demolitions, Awareness, and Treat Injury.

RECOMMENDED FEATS TO LEARN

Level	Feats (Melee or Ranged)	
1	Armor Proficiency: Light, Critical Strike, Rapid Shot, Sniper Shot, Weapon Proficiency: Blaster Pistol, Weapon Proficiency: Blaster Rifle, Weapon Proficiency: Melee, Targeting I, Point Guard, Weapon Proficiency: Wrist Mounted	
2	–	
3	Caution	
4	–	
5	Dueling	
6	–	
Level	**Feats (Melee)**	**Feats (Ranged)**
7	Flurry	Improved Rapid Shot
8	–	–
9	Two-Weapon Fighting	Master Rapid Shot
10	–	–
11	Improved Flurry	Two-Weapon Fighting
12	–	–
13	Improved Two-Weapon Fighting	Improved Two-Weapon Fighting
14	–	–
15	Master Flurry	Master Two-Weapon Fighting
16	–	–
17	Master Two-Weapon Fighting	Toughness
18	–	–
19	Armor Proficiency: Medium	Improved Toughness
20	–	–
21	Armor Proficiency: Heavy	Master Toughness
22	–	–
23	Toughness	Power Blast
24	–	–
25	Improved Toughness	Improved Power Blast
26	–	–
27	Master Toughness	Master Power Blast
28	–	–
29	Weapon Focus: Melee	Dual Strike
30	–	–

RECOMMENDED POWERS TO LEARN

Level	Powers (Light Side)	Powers (Dark Side)
12	Burst of Speed	Shock
13	Force Valor	Force Lightning
14	Stun	Wound
15	Knight Speed	Choke
16	Knight Valor	Kill
17	Stasis	Force Scream
18	Master Speed	Force Storm
19	Master Valor	Improved Force Scream
20	Stasis Field	Master Force Scream
21	Force Push	Drain Life
22	Force Whirlwind	Death Field
23	Force Wave	Fear
24	Battle Meditation	Horror
25	Improved Battle Meditation	Insanity
26	Master Battle Meditation	Force Push
27	Heal	Force Whirlwind
28	Improved Heal	Force Wave
29	Master Heal	Battle Meditation
30	Revitalize	Improved Battle Meditation*

*Have Mira learn Weapon Finesse: Lightsaber if she is going to become a Jedi.

PREFERRED EQUIPMENT CHART

Area Slot	Item (Melee)	Item (Ranged)
Implant	Physical Boost Implant	Physical Boost Implant
Head	Enhanced Shielding Visor	Target Assessor
Hands	Dominator Gauntlets	Automation Gloves
Left Arm	Mandalorian Power Shield	Mandalorian Power Shield
Armor	Mandalorian Assault Armor	Flex Heavy Armor
Right Arm	Verpine Prototype Shield	Verpine Prototype Shield
Belt	GNS Strength Enhancer	Aratech Echo Belt
Right Weapon	Echani Vibrosword	Mandalorian Disintegrator
Left Weapon	Sith Tremor Sword	Zabrak Heavy Blaster

Area Slot	Item (Jedi Powers)
Implant	Physical Boost Implant
Head	Circlet of Saresh/Force Focusing Visor
Hands	Jal Shey Meditation Gloves
Left Arm	Mandalorian Power Shield

PREFERRED EQUIPMENT CHART

Area Slot	Item (Jedi Powers)
Armor	Zeison Sha Warrior Armor
Right Arm	Verpine Prototype Shield
Belt	Jal Shey Mentor Belt
Right Weapon	Double-Bladed Lightsaber
Left Weapon	–

ITEM UPGRADES

Armor Upgrades: Melee Style–Armorply Plating Mark IV, Strengthening Underlay Mark V
Armor Upgrades: Ranged Style–Armorply Plating Mark IV, Biorestorative Underlay Mark V
Melee: Right Weapon Upgrades–Superior Agrinium Grip, Vibration Cell Mark IV, Ostrine Edge
Melee: Left Weapon Upgrades–Superior Zabrak Grip, Enhanced Energy Cell Mark IV, Quadranium Edge
Ranged: Right Weapon Upgrades–Accuracy Scope Mark IV, Beam Splitter Mark III, Pure Rylith Power Cell
Ranged: Left Weapon Upgrades–Accuracy Scope Mark III, Mandalorian Chamber Mark III, Superior Rylith Power Cell
Lightsaber: Kaiburr Crystal, Ankarres Sapphire, Enhanced Byrothsis Lens, Expert Fencing Emitter, Telgorn Jolt Cell Mark III

HANHARR: WOOKIE SCOUT

BIOGRAPHY AND OVERVIEW

Hanharr is an anomaly of Wookiee culture; he is a dishonorable predator who came to see the Czerka Corporation's attempts to enslave his homeworld as a great learning experience for how galactic trade works. Now on Nar Shaddaa, this scout only joins you if you are *strongly* committed to the dark side when you encounter him. Hanharr is a melee combat monster, and although you can take him down the path of ranged combat, his tremendous strength and constitution are ideally suited for tearing apart adversaries at close quarters.

Although he cannot wear items on his head or body, and therefore lacks armor, he makes up for this with his unique feats. The first of these is Wookiee Toughness, dropping damage taken and upping vitality points as Hanharr progresses. The second feat, Wookiee Rage, is a blood-pumping frenzy that works incredibly well if you have a second party member constantly healing Hanharr as he rips through his foes.

Hanharr's melee potential is truly unlocked when you add feats such as Flurry, Two-Weapon Fighting, Power Attack, and Toughness. When choosing items, find those that add to his strength, such as the GNS strength enhancer belt, and the physical boost D-package implants. For melee weapons, arm Hanharr with the Echani vibrosword and the Sith tremor sword, and upgrade them for a truly unstoppable walking carpet.

CHARACTER INFORMATION

STARTING APPEARANCE

WOUNDED APPEARANCE

Level: Scout 4

STARTING EQUIPMENT

Left Weapon: Ryyk Blade

Right Weapon: Ryyk Blade

STARTING STATISTICS

Attribute	*Value*	*Bonus*	*Attribute*	*Value*	*Bonus*
Strength	20	+5*	Vitality	60	0
Dexterity	13	+1	Force	0	0
Constitution	20	+5*	Defense	11	0
Intelligence	10	0	Fortitude	9	0
Wisdom	12	+1	Reflex	5	0
Charisma	8	-1	Will	5	0

* = Prime Statistic

STARTING SKILLS

Skill	*Starting Rank*	*Bonus*
Computer Use	0	0
Demolitions	6	0
Stealth	0	0
Awareness	6	+1
Persuade	0	-1
Repair	4	0
Security	0	0
Treat Injury	5	+1*

* = Prime Statistic

RECOMMENDED EXPERIENCE ROUTE

Recommended ultimate appearance (melee)

Recommended ultimate appearance (ranged)

- **Recommended Attack Style:** Melee
- **Unique Abilities:** Wookiee Toughness, Wookiee Rage
- **Additional Advice:** Hanharr is a close-combat monster. Add to his strength and constitution with all the equipment you can muster.
- **Overall Fighting Style:** Always put your attribute points into Strength.
- **Skills Allocation:** Always put as many points into Computer Use and Repair, and the remaining into Treat Injury.

RECOMMENDED FEATS TO LEARN

Level	Feats (Melee or Ranged)	
1	Flurry, Power Attack, Rapid Shot, Weapon Proficiency: Blaster Pistol, Weapon Proficiency: Blaster Rifle, Weapon Proficiency: Melee, Uncanny Dodge, Wookiee Toughness I, Targeting I, Precise Shot I, Close Combat, Wookiee Rage, Improved Power Attack	
2	–	
3	Weapon Focus: Melee Weapons	
4	–	
Level	*Feats (Melee)*	*Feats (Ranged)*
5	Improved Flurry	Improved Rapid Shot
6	–	–
7	Two-Weapon Fighting	Two-Weapon Fighting
8	–	–
9	Master Flurry	Master Rapid Shot
10	–	–
11	Improved Two-Weapon Fighting	Improved Two-Weapon Fighting
12	–	–
13	Master Two-Weapon Fighting	Master Two-Weapon Fighting
14	–	–
15	Master Power Attack	Toughness
16	–	–
17	Toughness	Improved Toughness
18	–	–
19	Improved Toughness	Master Toughness
20	–	–
21	Master Toughness II	Dual Strike
22	–	–
23	Dual Strike	Improved Dual Strike
24	–	–
25	Improved Dual Strike	Master Dual Strike
26	–	–
27	Master Dual Strike	Conditioning
28	–	–
29	Conditioning	Improved Conditioning
30	–	–

PREFERRED EQUIPMENT CHART

Area Slot	*Item (Melee)*	*Item (Ranged)*
Implant	Physical Boost D-Package	Physical Boost D-Package
Head	–	–
Hands	Dominator Gauntlets	Automation Gloves
Left Arm	Mandalorian Power Shield	Mandalorian Power Shield
Armor	–	–
Right Arm	Verpine Prototype Shield	Verpine Prototype Shield
Belt	GNS Strength Enhancer	Aratech Echo Belt
Right Weapon	Echani Vibrosword	Mandalorian Disintegrator
Left Weapon	Sith Tremor Sword	Zabrak Heavy Blaster

ITEM UPGRADES

Melee: Right Weapon Upgrades–Superior Agrinium Grip, Vibration Cell Mark IV, Ostrine Edge
Melee: Left Weapon Upgrades–Superior Zabrak Grip, Enhanced Energy Cell Mark IV, Quadranium Edge
Ranged: Right Weapon Upgrades–Accuracy Scope Mark IV, Beam Splitter Mark III, Pure Rylith Rower Cell
Ranged: Left Weapon Upgrades–Accuracy Scope Mark III, Mandalorian Chamber Mark III, Superior Rylith Power Cell

G0-T0: EXPERT DROID

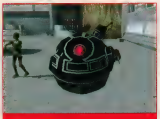
BIOGRAPHY AND OVERVIEW

This floating black spherical droid can float on the wrong side of galactic law, and it has managed to become a prominent Exchange crime lord on Nar Shaddaa. When you finally convince this expert droid to join your party, there is only one main path to take him along: that of ranged attacker with stealth trappings. G0-T0's droid scramble is useful when you're attacking machine-based entities, as you can turn them on their own masters or each other.

G0-T0 was mainly built for stealth exploration, however, and the trio of unique items reflects this. The personal cloaking shield allows the droid to easily activate a stealth shield; an option for assassinations and investigating dangerous ground ahead. When you return to your ship, though, try to engage G0-T0 in conversation; you make credits that establish stability on various planets (see Appendix XII). Keep G0-T0 away from adventuring and instead maximize his Workbench skills and Intelligence.

The droid singularity projector and droid stealth booster are both unique parts that further enhance his cloaking, effectively making him invisible on stealth missions. The droid omniscience unit aids in attack modifiers and awareness. With blaster integration already learned, make sure G0-T0 masters Two-Weapon Fighting, Rapid Shot, then Weapon Focus: Blaster Pistol. Place his attribute points into dexterity if you're using him offensively. If you're short on party members with stealth capabilities, press G0-T0 into service.

CHARACTER INFORMATION



STARTING APPEARANCE

DAMAGED APPEARANCE

Level: Expert Droid 4

STARTING EQUIPMENT

Utility: G0-T0 Targeting Module
Special Weapon: Droid Neural Pacifier
Shield: Droid Defense Barrier
Right Weapon: Aratech Droid Oxidizer

STARTING STATISTICS

Attribute	*Value*	*Bonus*	*Attribute*	*Value*	*Bonus*
Strength	10	0	Vitality	54	0
Dexterity	17	+3*	Force	0	0
Constitution	12	+1	Defense	17	0
Intelligence	16	+3	Fortitude	3	0
Wisdom	10	0	Reflex	8	0
Charisma	10	0	Will	2	0

* = Prime Statistic

STARTING SKILLS

Skill	*Starting Rank*	*Bonus*
Computer Use	9	+5*
Demolitions	0	0
Stealth	4	+4*
Awareness	5	0
Persuade	0	0
Repair	5	+5*
Security	9	+5*
Treat Injury	0	0

* = Prime Statistic

RECOMMENDED EXPERIENCE ROUTE

Recommended ultimate appearance (ranged)

- **Recommended Attack Style:** Ranged
- **Unique Abilities:** Personal Cloaking Shield, Droid Scramble
- Additional Advice: Keep G0-T0 at range for every combat; only use him for his Stealth if you have no other plans. Keep G0-T0 as a workbench upgrade creator.
- **Overall Fighting Style:** Always put your attribute points into Dexterity and Intelligence if you are making G0-T0 an "upgrading" character.
- **Skills Allocation:** Maximize Repair first, then place your remaining points into Computer Use and Security.

RECOMMENDED FEATS TO LEARN

Level	Feats (Melee or Ranged)
1	Weapon Proficiency: Blaster Pistol, Droid Upgrade Class 1, Blaster Integration, Logic Upgrade, Personal Cloaking Shield, Two-Weapon Fighting
2	–
3	Caution
4	–
5	Gear Head
6	Improved Gear Head
7	–
8	–
9	Improved Two-Weapon Fighting
10	–
11	Master Two-Weapon Fighting
12	Rapid Shot
13	–
14	–
15	Improved Rapid Shot
16	–
17	Master Rapid Shot
18	Weapon Focus: Blaster Pistol
19	–
20	–
21	Toughness
22	–
23	Improved Toughness
24	Master Toughness
25	–
26	–
27	Master Gear Head
28	–
29	Improved Caution
30	Master Caution

PREFERRED EQUIPMENT CHART

Area Slot	Item (Ranged)
Utility	Droid Stealth Booster
Sensor	Droid Omniscience Unit
Utility	Droid Singularity Projector
Special Weapon	Droid Multi-Spectral Emitter
Plating	Droid Energized Armor Mark III
Special Weapon	Droid Plasma Thrower
Shield	Droid Unity Grid
Right Weapon	Mandalorian Disintegrator
Left Weapon	Zabrak Heavy Blaster

ITEM UPGRADES

Right Weapon Upgrades: Accuracy Scope Mark IV, Beam Splitter Mark III, Pure Rylith Power Cell

Left Weapon Upgrades: Accuracy Scope Mark III, Mandalorian Chamber Mark III, Superior Rylith Power Cell

HK-47: COMBAT DROID

BIOGRAPHY AND OVERVIEW

Located inside a secure chamber on the *Ebon Hawk*, the combat droid rumored to be in the service of Darth Revan appears to be completely deactivated. When you return with the necessary

parts to reassemble HK-47, you can talk to him, ideally steering him away from conversations about party-member assassination and toward the droid's role in the Mandalorian Wars. Also locate the droid pacifist package to fully explore this assassin's previously untapped emotions (see the "New Trade Routes" sidequest in the "Nar Shaddaa" walkthrough section).

However, HK-47 is best utilized as a ruthless long-range takedown machine. He is already functioning with many associated skills, including the unique Assassin Protocols, which allows bonus damage to successful hits. Continue this path by learning Blaster Rifle Specialization, then Rapid Shot, Toughness, and Dual Strike. Place all your attribute points into Dexterity.

Locate HK-47's unique head and body items. Fit the droid assassination module and the droid capacitor armor for exceptional defensive bonuses, including the ability to withstand a droid's worst fear: electrical and ion attacks.

HK-47 must be outfitted with the best weaponry. Although you can equip him with an upgraded Mandalorian disintegrator and a Zabrak heavy blaster, give these to another ranged party member, and instead use HK-47's unique droid assassin rifle. Upgrade with the best accuracy scope, beam splitter, and Rylith power cell for the finest ranged weapon of all, especially when combined with the gun's bonus sniper capabilities.

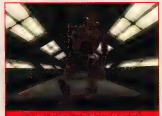
HK-47's component parts are located in the four places shown below. There's also a pacifist package to equip to unlock a side of HK-47 you never knew existed!

HK-47 COMPONENTS

1. **HK-50 Droid Remains:** Peragus Mining Facility
2. **Buy From Kodin:** Nar Shaddaa at Refuge Landing Pad
3. **HK-50 Droid Remains:** Nar Shaddaa at Vogga's Warehouse
4. **Buy From 1B-8D:** Onderon at The Western Square

CHARACTER INFORMATION

STARTING APPEARANCE



DAMAGED APPEARANCE

Level: Combat Droid 6

STARTING EQUIPMENT

Right Weapon: Blaster Rifle

STARTING STATISTICS

Attribute	*Value*	*Bonus*	*Attribute*	*Value*	*Bonus*
Strength	16	+3	Vitality	72	0
Dexterity	16	+3*	Force	0	0
Constitution	10	0	Defense	19	0
Intelligence	14	+2	Fortitude	5	0
Wisdom	12	+1	Reflex	5	0
Charisma	10	0	Will	3	0

* = Prime Statistic

STARTING SKILLS

Skill	*Starting Rank*	*Bonus*
Computer Use	0	+2*
Demolitions	5	+2
Stealth	0	0
Awareness	5	+1
Persuade	0	0
Repair	6	+2*
Security	0	0*
Treat Injury	0	+1

* = Prime Statistic

RECOMMENDED EXPERIENCE ROUTE

Recommended ultimate appearance (ranged rifle)

Recommended ultimate appearance (ranged pistols)

- **Recommended Attack Style:** Ranged Rifle
- **Unique Abilities:** Assassin Protocols
- **Additional Advice:** Hunt down the droid assassin rifle, upgrade it, give it to HK-47, place as much Dexterity-enhancing equipment on HK-47 as possible, and watch him tag a multitude of enemies from long distance.
- **Overall Fighting Style:** Always put your attribute points into Dexterity.
- **Skills Allocation:** Maximize Computer Use and Repair first, then place your remaining points into Treat Injury.

RECOMMENDED FEATS TO LEARN

Level	Feats (Ranged Rifle or Ranged Pistol)	
1	Power Blast, Weapon Proficiency: Blaster Pistol, Weapon Proficiency: Blaster Rifle, Logic Upgrade, Droid Upgrade Class I, Assassin Protocols	
2	–	
3	Weapon Focus: Blaster Rifle	
4	–	
5	–	
6	Toughness	
Level	*Feats (Ranged Rifle)*	*Feats (Ranged Pistol)*
7	–	–
8	–	–
9	Weapon Specialization: Blaster Rifle	Two-Weapon Fighting
10	–	–
11	–	–
12	Rapid Shot	Improved Two-Weapon Fighting
13	–	–
14	–	–
15	Improved Rapid Shot	Master Two-Weapon Fighting
16	–	–
17	–	–
18	Master Rapid Shot	Rapid Shot
19	–	–
20	–	–
21	Improved Toughness	Improved Rapid Shot
22	–	–
23	–	–
24	Master Toughness	Master Rapid Shot
25	–	–
26	–	–
27	Dual Strike	Weapon Focus: Blaster Pistol
28	–	–
29	–	–
30	Improved Dual Strike	Weapon Specialization: Blaster Pistol

PREFERRED EQUIPMENT CHART

Area Slot	*Item (Ranged Rifle)*	*Item (Ranged Pistol)*
Utility	Droid Systems Upgrade	Droid Systems Upgrade
Sensor	Droid Assassination Module	Droid Assassination Module
Utility	Droid Agility Upgrade	Droid Agility Upgrade
Special Weapon	Droid Multi-Spectral Emitter	Droid Multi-Spectral Emitter
Plating	Droid Capacitor Armor	Droid Capacitor Armor
Special Weapon	Droid Plasma Thrower	Droid Plasma Thrower
Shield	Droid Unity Grid	Droid Unity Grid
Right Weapon	Droid Assassin's Rifle	Mandalorian Disintegrator
Left Weapon	–	Zabrak Heavy Blaster

ITEM UPGRADES

Droid Assassin Rifle: Right Weapon Upgrades–Accuracy Scope Mark IV, Beam Splitter Mark III, Pure Rylith Power Cell
Pistol: Right Weapon Upgrades–Accuracy Scope Mark IV, Beam Splitter Mark III, Pure Rylith Power Cell
Pistol: Left Weapon Upgrades–Accuracy Scope Mark III, Mandalorian Chamber Mark III, Superior Rylith Power Cell

MANDALORE: SOLDIER

BIOGRAPHY AND OVERVIEW

Once a mercenary-for-hire, this Mandalorian foot soldier abandoned these practices to seek a new purpose: the gathering of scattered Mandalorian warriors across the galaxy and a return home. Now the Mandalore or "chief," this soldier joins your party on the beast moon of Dxun and comes ready with a large array of combat feats. Talk to him about his history (see Appendix XII), and he may reveal some interesting stories about past battles.

Although you may wish to equip him with long-range weapons, his starting Dexterity is average while his Strength is impressive. This leads to a career as a frontline melee fighter; continuously improve your Strength as you advance. Invest in Flurry, Two-Weapon Fighting, Weapon Focus: Melee, and Toughness, and check Mandalore's two unique feats. The first is Implant Switching; choose the instant +4 to Strength before every battle to really hammer the point home to your enemies. The Mandalorian Courage allows increasing Defense bonuses and Immunity to those inflicting the debilitating Fear and Horror.

A true Mandalore never takes off his ceremonial armor, even when he sleeps, and this is the case here. Take the already-impressive suit and add the best bonded plates and strength-ening underlay you can find for further combat enhancements. Finally, find the finest two blades–the Echani vibrosword and the Sith tremor sword–upgrade them fully, and your Mandalorian leader becomes a lethal close-assault specialist.

CHARACTER INFORMATION

STARTING APPEARANCE

WOUNDED APPEARANCE

Level: Soldier 6

STARTING EQUIPMENT

Right Weapon: Blaster Rifle

STARTING STATISTICS

Attribute	*Value*	*Bonus*	*Attribute*	*Value*	*Bonus*
Strength	15	+2*	Vitality	65	0
Dexterity	12	0	Force	0	0
Constitution	15	+2*	Defense	23	0
Intelligence	12	+1	Fortitude	6	0
Wisdom	12	+1	Reflex	2	0
Charisma	12	+1	Will	2	0

* = Prime Statistic

STARTING SKILLS

Skill	*Starting Rank*	*Bonus*
Computer Use	0	+1
Demolitions	0	0
Stealth	2	+1
Awareness	5	+1*
Persuade	2	+1
Repair	0	+1
Security	0	0
Treat Injury	9	+1*

* = Prime Statistic

RECOMMENDED EXPERIENCE ROUTE

Recommended ultimate appearance (melee)

Recommended ultimate appearance (ranged)

- **Recommended Attack Style:** Melee
- **Unique Abilities:** Mandalorian Courage, Implant Switching
- **Additional Advice:** Go melee with Mandalore, equipping him with the two finest swords (upgraded) you have; add as many strength enhancements as possible, and switch implants to deliver yet more additional strength bonuses.
- **Overall Fighting Style:** When melee or ranged, always put your attribute points into Strength.
- **Skills Allocation:** Place as many points into Treat Injury as possible. Any remaining skills points go in Awareness.

RECOMMENDED FEATS TO LEARN

Level	Feats (Melee or Ranged)	
1	Armor Proficiency: Light, Armor Proficiency: Medium, Armor Proficiency: Heavy, Power Attack, Power Blast, Weapon Proficiency: Blaster Pistol, Weapon Proficiency: Blaster Rifle, Weapon Focus: Blaster Rifle, Weapon Specialization: Blaster Rifle, Weapon Proficiency: Melee, Toughness, Mandalorian Courage, Implant Switching	
2	Rapid Shot	
3	Sniper Shot	
4	Close Combat	
5	Improved Power Blast	
Level	*Feats (Melee)*	*Feats (Ranged)*
6	Flurry	Two-Weapon Fighting
7	Two-Weapon Fighting	Improved Two-Weapon Fighting
8	Improved Flurry	Improved Rapid Shot
9	Improved Two-Weapon Fighting	Master Rapid Shot
10	Master Flurry	Master Two-Weapon Fighting
11	Master Two-Weapon Fighting	Weapon Focus: Blaster Pistol
12	Weapon Focus: Melee	Weapon Specialization: Blaster Pistol
13	Weapon Specialization: Melee	Improved Toughness
14	Improved Toughness	Master Toughness
15	Master Toughness	Master Power Blast
16	Improved Power Attack	Conditioning
17	–	–
18	Master Power Attack	Improved Conditioning
19	–	–
20	Conditioning	Master Conditioning
21	–	–
22	Improved Conditioning	Precise Shot I
23	–	–
24	Master Conditioning	Precise Shot II
25	–	–
26	Dual Strike	Precise Shot III
27	–	–
28	Improved Dual Strike	Precise Shot IV
29	–	–
30	Master Dual Strike	Precise Shot V

PREFERRED EQUIPMENT CHART

Area Slot	*Item (Ranged Rifle)*	*Item (Ranged Pistol)*
Implant	Physical Boost Implant	Physical Boost Implant
Head	Enhanced Shielding Visor	Target Assessor
Hands	Dominator Gauntlets	Automation Gloves
Left Arm	Mandalorian Power Shield	Mandalorian Power Shield
Armor	Mandalore's Armor	Mandalore's Armor
Right Arm	Verpine Prototype Shield	Verpine Prototype Shield
Belt	GNS Strength Enhancer	Aratech Echo Belt
Right Weapon	Echani Vibrosword	Mandalorian Disintegrator
Left Weapon	Sith Tremor Sword	Zabrak Heavy Blaster

ITEM UPGRADES

Armor Upgrades: Melee Style–Bonded Plates Mark IV, Strengthening Underlay Mark V
Armor Upgrades: Ranged Style–Armorply Plating Mark IV, Flexible Underlay Mark V
Melee: Right Weapon Upgrades–Superior Agrinium Grip, Vibration Cell Mark IV, Ostrine Edge
Melee: Left Weapon Upgrades–Superior Zabrak Grip, Enhanced Energy Cell Mark IV, Quadranium Edge
Ranged: Right Weapon Upgrades–Accuracy Scope Mark IV, Beam Splitter Mark III, Pure Rylith Power Cell
Ranged: Left Weapon Upgrades–Accuracy Scope Mark III, Mandalorian Chamber Mark III, Superior Rylith Power Cell

DISCIPLE:
SOLDIER AND JEDI CONSULAR

BIOGRAPHY AND OVERVIEW

The Disciple is a historian currently researching on the planet Dantooine, and he joins your party only if your player character is female. Amid the studying, he has found a number of secrets about you and may be willing to share them. However, you must gain this soldier's trust first.

Beginning with only a small amount of skills, the Disciple's standout attribute is his Dexterity, leading to a career path utilizing ranged weaponry. Though the Disciple may not be the sprightliest character, he's hardy, already having the Toughness and Conditioning feats. As you progress, have him learn Rapid Shot, Two-Weapon Fighting, Power Blast, and Blaster Pistol.

The Disciple also proves his worth outside of combat, and after you speak to him and learn of his medical training, he supplies you with a constant source of medpacs. You also discover he has the abilities of a lab station–a mobile and instantly accessible one. Increase his Treat Injury and Demolitions skills, which are associated with creating and breaking down lab station items. Take him with you if you haven't learned many protective or healing powers or if you need a quick implant or improvement.

The Disciple's latent Jedi Powers can be revealed, and a Jedi Consular path can be taken; this is perfect as you should already have given the Disciple long-range combat abilities. Add to this effectiveness by learning more healing or protective techniques for the light side, or by dominating offensive powers if you are going dark side. Augment his previous training with Force Healing to make the Disciple the ultimate healer.

CHARACTER INFORMATION

STARTING APPEARANCE

WOUNDED APPEARANCE

Disciple when neutral or light side; Disciple shifting toward the dark side; and Disciple pure dark side.

Level: Soldier 6
STARTING EQUIPMENT
Body: Clothing

STARTING STATISTICS

Attribute	*Value*	*Bonus*	*Attribute*	*Value*	*Bonus*
Strength	14	+2*	Vitality	78	0
Dexterity	16	+3*	Force	–	0
Constitution	14	+2*	Defense	15	0
Intelligence	10	0	Fortitude	8	0
Wisdom	10	0	Reflex	6	0
Charisma	14	+2	Will	3	0

* = Prime Statistic

STARTING SKILLS

Skill	*Starting Rank*	*Bonus*
Computer Use	0	0
Demolitions	0	0
Stealth	5	+3
Awareness	8	0*
Persuade	0	+2
Repair	0	0
Security	0	0
Treat Injury	8	0*

* = Prime Statistic

RECOMMENDED EXPERIENCE ROUTE

Recommended ultimate appearance (melee)

Recommended ultimate appearance (ranged)

Recommended ultimate appearance (light side)

Recommended ultimate appearance (dark side)

- **Recommended Attack Style:** Melee or Ranged. If Light Jedi, enhance the party during battle. If Dark Jedi, use offensive powers.
- **Unique Abilities:** Portable lab station capabilities.
- **Additional Advice:** On balance, ranged combat is slightly easier to accomplish with the disciple. He is a reasonable bodyguard but a better healer.
- **Overall Fighting Style:** When Melee, always put your attribute points into strength. When Ranged, always put your attribute points into dexterity (you gain these every four levels).
- **Skills Allocation:** Always put as many points into Treat Injury as possible, and put the remaining into Awareness.

RECOMMENDED FEATS TO LEARN

Level	*Feats (Melee or Ranged)*
1	Armor Proficiency: Light, Armor Proficiency: Medium, Armor Proficiency: Heavy, Power Attack, Power Blast, Weapon Proficiency: Blaster Pistol, Weapon Proficiency: Blaster Rifle, Weapon Proficiency: Melee
2	Conditioning
3	Toughness
4	–
5	–
6	–

Level	*Feats (Melee)*	*Feats (Ranged)*
7	Flurry	Rapid Shot
8	Master Two-Weapon Fighting	Master Two-Weapon Fighting
9	Improved Flurry	Improved Rapid Shot
10	Master Flurry	Master Rapid Shot
11	Master Power Attack	Improved Power Blast
12	Master Toughness	Master Power Blast
13	Weapon Focus: Melee	Master Toughness
14	Weapon Specialization: Melee	Weapon Focus: Blaster Pistol
15	Critical Strike	Weapon Specialization: Blaster Pistol
16	Improved Critical Strike	Conditioning
17	–	–
18	Master Critical Strike	Improved Conditioning
19	–	–
20	Conditioning	Master Conditioning
21	–	–
22	Improved Conditioning	Precise Shot I
23	–	–
24	Master Conditioning	Precise Shot II
25	–	–
26	Dual Strike	Precise Shot III
27	–	–
28	Improved Dual Strike	Precise Shot IV
29	–	–
30	Master Dual Strike	Precise Shot V

RECOMMENDED POWERS TO LEARN

Level	*Powers (Light Side)*	*Powers (Dark Side)*
12	Burst of Speed	Shock
13	Force Valor	Force Lightning
14	Stun	Wound
15	Knight Speed	Choke
16	Knight Valor	Kill
17	Stasis	Force Scream
18	Master Speed	Force Storm
19	Master Valor	Improved Force Scream
20	Stasis Field	Master Force Scream
21	Force Push	Drain Life
22	Force Whirlwind	Death Field
23	Force Wave	Fear
24	Battle Meditation	Horror
25	Improved Battle Meditation	Insanity
26	Master Battle Meditation	Force Push
27	Heal*	Force Whirlwind
28	Improved Heal	Force Wave
29	Master Heal	Battle Meditation
30	Revitalize	Improved Battle Meditation

*If the Disciple is determined to become the party's healer, learn the Healing powers first.

PREFERRED EQUIPMENT CHART

Area Slot	*Item (Melee)*	*Item (Ranged)*
Implant	Physical Boost Implant	Physical Boost Implant
Head	Enhanced Shielding Visor	Target Assessor
Hands	Dominator Gauntlets	Automation Gloves
Left Arm	Mandalorian Power Shield	Mandalorian Power Shield
Armor	Mandalorian Assault Armor	Flex Heavy Armor
Right Arm	Verpine Prototype Shield	Verpine Prototype Shield
Belt	GNS Strength Enhancer	Aratech Echo Belt
Right Weapon	Echani Vibrosword	Mandalorian Disintegrator
Left Weapon	Sith Tremor Sword	Zabrak Heavy Blaster

Area Slot	*Item (Jedi Powers)*
Implant	Physical Boost Implant
Head	Circlet of Saresh/Force Focusing Visor
Hands	Jal Shey Meditation Gloves
Left Arm	Mandalorian Power Shield

PREFERRED EQUIPMENT CHART

Area Slot	*Item (Jedi Powers)*
Armor	Zeison Sha Warrior Armor
Right Arm	Verpine Prototype Shield
Belt	Jal Shey Mentor Belt
Right Weapon	Double-Bladed Lightsaber
Left Weapon	–

ITEM UPGRADES

Armor Upgrades: Melee Style–Bonded Plates Mark IV, Strengthening Underlay Mark V
Armor Upgrades: Ranged Style–Bonded Plates Mark IV, Flexible Underlay Mark V
Melee: Right Weapon Upgrades–Superior Agrinium Grip, Vibration Cell Mark IV, Ostrine Edge
Melee: Left Weapon Upgrades–Superior Zabrak Grip, Enhanced Energy Cell Mark IV, Quadranium Edge
Ranged: Right Weapon Upgrades–Accuracy Scope Mark IV, Beam Splitter Mark III, Pure Rylith Power Cell
Ranged: Left Weapon Upgrades–Accuracy Scope Mark III, Mandalorian Chamber Mark III, Superior Rylith Power Cell
Lightsaber: Kaiburr Crystal, Ankarres Sapphire, Enhanced Byrothsis Lens, Expert Fencing Emitter, Telgorn Jolt Cell Mark III

VISAS MARR: JEDI SENTINEL

BIOGRAPHY AND OVERVIEW

Have you checked your space craft recently? There may be a Sith Apprentice aboard by the name of Visas Marr. A Jedi Sentinel by class, Visas is of a race of humanoids known as Miraluka. She is effectively blind but uses her Force Sight talents to view the world from a first-person perspective. She can teach you this technique, which is useful as it allows you to see entities behind walls before entering a room.

Although Visas's Dexterity is high, and this usually leads to a ranged path, she has one important advantage: she carries her own lightsaber, a devastating close-assault weapon. However, this must be destroyed, but when another lightsaber is presented, have Visas brandish it. Expend feat points in finessing it (Finesse: Lightsaber allows you to take advantage of Visas's high Dexterity bonuses instead of strength; keep adding to Dexterity while still keeping her as a melee fighter), along with Flurry and Two-Weapon fighting. Flurry and Two-Weapon fighting enables her to attack with her lightsaber and an additional weapon, such as the Echani vibrosword, for some seriously devastating damage. While adding the strength enhancers to her outfit, choose the Zeison Sha warrior armor and complement it with armorply plating and a strengthening underlay.

Choose Visas's Force powers from the dark side realm; these should include Force Scream, Battle Meditation, Lightning, Improved Force Scream, Choke, and Insanity. Then seek greater destructive capabilities as you continue Visas's path to the dark side. She is your personal bodyguard and is arguably the best character to support you in combat.

CHARACTER INFORMATION

STARTING APPEARANCE

WOUNDED APPEARANCE

Visas Marr when neutral or light side; Visas shifting toward the dark side; and Visas pure dark side. Her skin change is subtle but noticeable.

Level: Jedi Sentinel 6

STARTING EQUIPMENT

Body: Clothing Right Hand: Visas Marr's Lightsaber

STARTING STATISTICS

Attribute	*Value*	*Bonus*	*Attribute*	*Value*	*Bonus*
Strength	12	+1	Vitality	30	0
Dexterity	18	+4*	Force	24	0
Constitution	12	+1*	Defense	18	0
Intelligence	10	0	Fortitude	6	0
Wisdom	12	+1	Reflex	9	0
Charisma	15	+2	Will	4	0

* = Prime Statistic

STARTING SKILLS

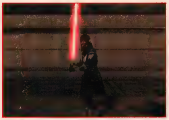
Skill	*Starting Rank*	*Bonus*
Computer Use	0	0
Demolitions	0	0
Stealth	9	+4*
Awareness	9	+1*
Persuade	0	+2
Repair	0	0
Security	0	0
Treat Injury	9	+1*

* = Prime Statistic

RECOMMENDED EXPERIENCE ROUTE

Recommended ultimate appearance (melee)

Recommended ultimate appearance (ranged)


Recommended ultimate appearance (light side)

Recommended ultimate appearance (dark side)

- **Recommended Attack Style:** Melee or Ranged. If Light Jedi, enhance the party during battle. If Dark Jedi, use offensive powers.
- **Unique Abilities:** She brandishes a lightsaber and can teach you Force Sight.
- **Additional Advice:** The recommended path is to make Visas your personal bodyguard; she's phenomenal at it. Learn all the lightsaber feats (Finesse is most important), then increase your Dexterity while focusing on melee, as Finesse allows you to add your DEX bonus instead of STR.
- **Overall Fighting Style:** Always place your attribute points into Wisdom (you gain these every four levels).
- **Skills Allocation:** Always place points into Computer Use, Security, Stealth, and Awareness

RECOMMENDED FEATS TO LEARN

Level	*Feats (Melee or Ranged)*	
1	Critical Strike, Flurry, Weapon Proficiency: Blaster Pistol, Weapon Proficiency: Lightsaber, Weapon Proficiency: Melee, Jedi Defense, Force Immunity: Fear, Jedi Sense, Weapon Focus: Lightsaber	
2	–	
3	Two-Weapon Fighting	
4	–	
5	Improved Flurry	
6	–	
Level	*Feats (Melee)*	*Feats (Ranged)*
7	Weapon Finesse: Lightsaber	Rapid Shot
8	–	–
9	Master Flurry	Improved Rapid Shot
10	–	–
11	Two-Weapon Fighting	Master Rapid Shot
12	–	–
13	Improved Two-Weapon Fighting	Two-Weapon Fighting
14	–	–
15	Master Two-Weapon Fighting	Improved Two-Weapon Fighting
16	–	–
17	Toughness	Master Two-Weapon Fighting
18	–	–
19	Improved Toughness	Precise Shot I
20	–	–
21	Master Toughness	Precise Shot II
22	–	–
23	Dual Strike	Precise Shot III
24	–	–
25	Improved Dual Strike	Precise Shot IV

RECOMMENDED FEATS TO LEARN

Level	*Feats (Melee)*	*Feats (Ranged)*
26	–	–
27	Master Dual Strike	Precise Shot V
28	–	–
29	Conditioning	Toughness
30	–	–

RECOMMENDED POWERS TO LEARN

Level	*Powers (Light Side or Dark Side)*	
1	Force Push	
2	Shock	
3	Fear	
4	Energy Resistance	
5	Wound	
6	Horror	
Level	*Powers (Light Side)*	*Powers (Dark Side)*
7	Heal	Force Scream
8	Force Valor	Battle Meditation
9	Revitalize	Force Lightning
10	Knight Valor	Improved Force Scream
11	Stun	Choke
12	Improved Heal	Kill
13	Stasis	Insanity
14	Force Aura	Force Whirlwind
15	Improved Revitalize	Master Force Scream
16	Master Valor	Force Wave
17	Stasis Field	Drain Life
18	Master Heal	Force Storm
19	Force Shield	Death Field
20	Force Armor	Improved Battle Meditation
21	Master Revitalize	Master Battle Meditation
22	Burst of Speed	Heal
23	Knight Speed	Revitalize
24	Master Speed	Improved Heal
25	Battle Meditation	Improved Revitalize
26	Improved Battle Meditation	Master Heal
27	Master Battle Meditation	Master Revitalize
28	Force Whirlwind	Force Valor
29	Force Wave	Knight Valor
30	Energy Resistance	Master Valor

PREFERRED EQUIPMENT CHART

Area Slot	*Item (Melee)*	*Item (Ranged)*
Implant	Physical Boost Implant	Physical Boost Implant
Head	Enhanced Shielding Visor	Target Assessor
Hands	Dominator Gauntlets	Automation Gloves
Left Arm	Mandalorian Power Shield	Mandalorian Power Shield
Armor	Zeison Sha Warrior Armor	Zeison Sha Warrior Armor
Right Arm	Verpine Prototype Shield	Verpine Prototype Shield
Belt	GN5 Strength Enhancer	Aratech Echo Belt
Right Weapon	Echani Vibrosword	Mandalorian Disintegrator
Left Weapon	Sith Tremor Sword	Zabrak Heavy Blaster

Area Slot	*Item (Jedi Powers)*
Implant	Physical Boost Implant
Head	Circlet of Saresh/Force Focusing Visor
Hands	Jal Shey Meditation Gloves
Left Arm	Mandalorian Power Shield
Armor	Zeison Sha Warrior Armor
Right Arm	Verpine Prototype Shield
Belt	Jal Shey Mentor Belt
Right Weapon	Double-Bladed Lightsaber
Left Weapon	–

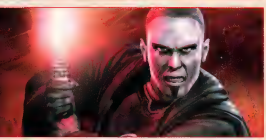
ITEM UPGRADES

Armor Upgrades: Melee/Jedi Style–Bonded Plates Mark IV, Strengthening Underlay Mark V
Armor Upgrades: Ranged Style–Bonded Plates Mark IV, Biorestorative Underlay Mark V
Melee: Right Weapon Upgrades–Superior Agrinium Grip, Vibration Cell Mark IV, Ostrine Edge
Melee: Left Weapon Upgrades–Superior Zabrak Grip, Enhanced Energy Cell Mark IV, Quadranium Edge
Ranged: Right Weapon Upgrades–Accuracy Scope Mark IV, Beam Splitter Mark III, Pure Rylith Power Cell
Ranged: Left Weapon Upgrades–Accuracy Scope Mark III, Mandalorian Chamber Mark III, Superior Rylith Power Cell
Lightsaber: Kaiburr Crystal, Ankarres Sapphire, Enhanced Byrothsis Lens, Expert Fencing Emitter, Telgorn Jolt Cell Mark III

JEDI TRAINING

This section offers information, strategies, and tactics regarding every aspect of the game, from Force powers and feats to prestige classes and advanced lightsaber forms. Read on to learn techniques for battling any type of foe, how to use different skills in combination, what to do at a workbench, and what Force powers and feats to select when leveling up. For specific information on the game effects for each feat and power, see the detailed Appendices at the back of the book.

THE D20 GAME SYSTEM



ATTRIBUTES

STRENGTH (STR)

Strength measures your character's muscle and physical power. Your strength modifier is applied to:

- **Melee attack rolls**
- **Melee damage rolls**
- **Critical strike stun DC**

The modifier applies to both conventional melee weapons, like the vibrosword, and to lightsabers. For those fighting with two weapons, only half of your strength modifier is added to damage done with your off-hand weapon. Strength is the most important attribute for guardians or for anyone who wants the ability to deal out massive damage in short order.

DEXTERITY (DEX)

Dexterity measures hand-eye coordination, agility, reflexes, and balance. Your dexterity modifier is applied to:

- **Ranged attack rolls**
- **Reflex saves**
- **Defense**
- **Stealth skill rolls**

Dexterity is important for all characters because it directly influences your ability to avoid attacks. Most types of armor, however, restrict your movement and therefore impose an upper limit on how much of your DEX modifier you can use; check each item's description to find out. Robes and some special armors, like Atton's ribbed jacket or Mira's ballistic mesh jacket, have no maximum DEX bonus restriction.

For scouts and droids, dexterity is the most important physical attribute because of the bonuses granted to ranged attack rolls. The Two-Weapon Finesse feats allow a nimble but weak character (like Visas Marr) to add their DEX modifier to melee and lightsaber attacks (but damage rolls still use your STR bonus, as normal). Furthermore, a scout's Uncanny Dodge feat, which lets you take *no* damage on a successful Reflex save (instead of half damage), is greatly enhanced by high DEX. For those aspiring to become a Jedi watchman or Sith assassin or those desiring deadly accuracy with ranged weapons, invest all your attribute points into DEX.

CONSTITUTION (CON)

Constitution represents your health and stamina; the higher your constitution, the harder you are to kill. Your constitution modifier is added to:

- **Vitality**
- **Fortitude saves**

Every character can benefit from having a high constitution, because your CON bonus is added to your vitality every time you gain a level. Should your CON bonus increase during the course of the game, the extra vitality points are added retroactively for every level you have. Having a high CON bonus also improves your resistance to poisoning and certain Force powers, like Drain Life and Wound.

INTELLIGENCE (INT)

Intelligence determines how well your character learns and reasons. Your intelligence modifier is added to:

- **Number of skill points received each level**
- **Computer Use skill**
- **Demolitions skill**
- **Repair skill**
- **Security skill**
- **Sniper Shot stun DC**

For scouts and droids, intelligence is extremely important. The majority of skills benefit from high INT, and you get extra skill points every level equal to your INT bonus. For ranged specialists (HK-47 especially), high INT also increases the chance of stunning your target when using the Sniper Shot feat.

Intelligence also affects your dialogue choices during conversations. While this doesn't alter the outcome of most events in the game, it does allow you to pursue extra lines of questioning or to capitalize on any opportunity for reward. Intelligence also comes into play when you're solving various puzzles in the game. An example of this occurs on Peragus, when you try to decode the lockout override for the emergency lift. If your character has high INT, the decoded solution appears automatically as one of your input choices.

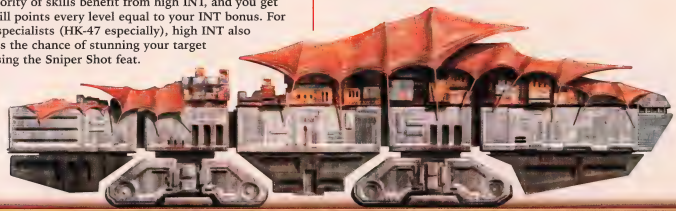
WISDOM (WIS)

Wisdom describes a character's willpower, common sense, perception, and intuition. Your wisdom modifier is added to:

- **Awareness skill**
- **Treat Injury skill (including Heal)**
- **Will saves**
- **Force points**
- **Force power save DCs**

Wisdom is the primary attribute for Consulars because of the many ways it influences your Force powers. Your WIS modifier is added to your Force point total every time you gain a level, and it's added to the save DC for resisting the effects of your Force powers. For those specializing in healing, like the disciple, a high wisdom also allows you to get the most out of your medpacs.

Wisdom also influences dialogue choices similar to the way intelligence does. It's particularly useful for detecting when someone is lying to you or not telling the whole truth. High wisdom can help you get straight answers from many of the people you talk to.



CHARISMA (CHA)

Charisma measures the force of your personality and your ability to influence others. Your charisma modifier is added to:

- **Persuade skill**
- **Force power save DCs**
- **Attacks and saves of your companions**

High charisma is mainly beneficial for your character because of your leadership role. Anyone in your party gets to add your CHA modifier to all their attacks and saves, an advantage that can add up quickly. In addition, those with high CHA use Force powers with greater potency. Consulars should consider investing in this attribute, though devoting your points to wisdom and dexterity is generally preferred.

CLASSES

When you create a new character, there are three class options to choose from. Your selection determines the style of play you want to pursue for the rest of the game and has balanced strengths and weaknesses. The Jedi Guardian is a warrior, specializing in combat; however, their usual armor selection and low mental stats make them poorly suited to Force power mastery. The Jedi Sentinel is a cunning opportunist who uses skills and subtlety to accomplish his or her goals; the downside is a low number of feats and below-average combat potential. Finally, the Jedi Consular is a master of Force powers and has expertise in supernatural effects like Force Lightning or Heal; this impressive ability carries a price, and Consulars fare poorly in melee scrapes.

JEDI CLASSES

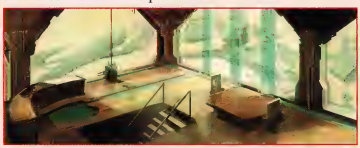
JEDI GUARDIAN

Utilizing brawn and instinct over intellect and cunning, the Jedi Guardian is usually the first line of defense against a rampaging enemy. Focus on taking down foes with weapons rather than Force powers. Make one important decision as you create your character: Do you want to fight with melee or ranged weapons? Strength is associated with close combat, while dexterity bonuses apply to ranged attacks. It's better to master one form or another, rather than to settle for a middling performance with both.

For skills, boost your Persuade, as only the player has this. Add as many Treat Injury points as you can; as a warrior you need all of the extra health you can muster, and light side Guardians can really become self-sufficient using the Heal power. Any remaining points can optionally be placed in Awareness. You won't have any other options than that; Jedi Guardians are not skill specialists.

For melee Guardians, master Critical Strike first, as this has a potential to stun and inflict terrible damage. Also look at Power Attack if your strength is high enough; you can really push enemies back at higher levels, and this is excellent for one-on-one confrontations. Pursue Flurry to master level; this works very well against large groups of weaker opponents and combined with Two-Weapon Fighting, you can get three attacks per round.

For ranged Guardians, dominate with Power Blast, Rapid Shot, and Sniper Shot if you have other characters for protection, but be warned—high-level enemies can reflect your shots back at you, a shortfall melee characters don't have. With their heavy armor and limited amount of Force powers, there are few other ranged attack options. One useful exception is Force Push, a universal power that's not restricted by armor. Your Guardian should learn it as soon as possible.



JEDI SENTINEL

The Jedi Sentinel is a much more subtle character than the Guardian, preferring to learn a variety of skills instead of focusing on a few combat-heavy techniques. By using skills at every opportunity, you can gain a lot of extra experience; thus, the Jedi Sentinel has the advantage of being able to advance in level more quickly than other classes do. To begin, place some of your attribute points into intelligence; this grants you more skill points and dialogue choices in the game, including some interesting party member-based options, and it also eases puzzle solving. For the remaining attributes, pick either strength or dexterity depending on your preference for close or ranged combat, bump up your constitution, and take your remaining stats up to 10.

With your palette of skills, you can begin to master as many as you wish. Favor Computer Use over Repair, leaving the latter skill to your droids. Add points to your Persuade, as this can lead to some conversations where you can turn the tide in your favor. Also add points to your Treat Injury to help you overcome your less impressive constitution bonuses.

With your higher skill points, you can head down the path of a Stealth specialist and augment this with preferences for Awareness and Demolitions skills as well. With stealth mode engaged, you can move through dangerous territory unimpeded, lay mines for enemies, and then coax them into your deadly trap. Use your skills to reactivate and control broken droids, and use Demolitions to remove mines while searching the path ahead; solo mode is an advantage here.

For feats, Sentinels automatically receive Force Immunity, shrugging off psychic attacks. In combat, aside from Precise Shot and the preferred attacks, long-range Sentinels should maximize their Sniper Shot as the stun potential is based off your intelligence. So, when you're not scouting ahead in stealth mode, try acting as a tagger, stunning enemies from long range, and let your other party members run in to finish the job.

JEDI CONSULAR

Jedi Consulars rely on the Force, and if you wish to employ a wide range of powers, this is the class for you. When choosing attributes, maximize your wisdom to become more powerful than you can possibly imagine, and raise your charisma to decrease the penalty for using powers of opposite alignment. This has the added benefit of improving your entire party's chance to hit; this means a Consular will always have the most powerful companions. Place all your points in Persuade and Treat Injury; let other party members worry about problems associated with other skills.

Your combat feats are extremely limited, so begin with Toughness, an ability all characters should possess. As you progress, learn Rapid Shot or another ranged attack, and have a blaster equipped for backup. However, your main feat is Force Focus, enhancing your Force powers still further. Back this up with suitable equipment, such as the Force Focusing Visor or the Circlet of Saresh.

The Consular's main advantage is the wide selection of Force powers and large pool of Force points, but be ready to choose a light or dark path and follow the powers that help your alignment, as you suffer penalties for employing powers diametrically opposed to your destiny. For light side Consulars, plan on helping your party by utilizing Heal, Force Valor, and Revitalize, as well as the ever-popular Stun trio, which is extremely effective. Dark side Consulars will favor the more dramatic and deadly powers, such as Force Storm, Drain Life, and Death Field.

The universal Force powers, which are used by either type of Consular, are another excellent choice. Perfect Force Speed early so you can avoid any close-combat enemy. Also master Force Wave, an excellent power attack that affects multiple foes, sending them sprawling before they can even reach you.

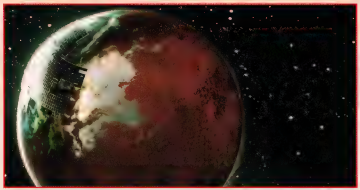
PRESTIGE CLASSES

When you reach Level 15, and if you've attracted Visas Marr to your party, you have qualified for a Prestige class. Talk to Kreia on the *Ebon Hawk* to trigger the advancement. There are six choices available; light side players can choose from the three Jedi Prestige classes, while those on the dark side choose from the three Sith Prestige classes.

When you accept a Prestige class, it replaces and augments whatever regular class you had before. You're considered to be first level in your new career, but the amount of experience points needed to gain levels remains what it would be for a character of your total level. There's a Prestige class corresponding to each regular class, and while you're free to choose any combination you wish, whether combat skill or Force power master, stick to one specialty to maximize potential in any field.

JEDI WEAPON MASTER

Corresponding to advanced Guardians, Weapon Masters are bathed in the light side. Choosing the ways of the master fighter grants you three important combat feats. The first is Deflect, an ever-improving ability that allows an enemy's blaster fire to be turned against them. At Level 3, the impressive Inner Strength is learned. Even if the enemy's attacks actually connect, they are still shrugged off and the damage lessened. The final feat is Increase Melee Damage, adding yet more damage to melee strikes. Learn this Prestige class if you seek a character with incredible combat potential.



SITH MARAUDER

The rampaging force of the Sith is the marauder, a close-combat specialist with a thirst for blood and destruction. This is reflected in Fury, a devastating power that affects the user with an unmatched combat potential, especially if coupled with the strength-enhancing equipment you already have; overcome the defense penalty with the finest armor and shielding devices. Add to this the Increase Combat Damage feat, which inflicts even more pain and suffering, and you have the strongest possible attack machine around. Unsubtle but effective, choose the Sith marauder when you want to be responsible for the most melee murdering in the Old Republic.

JEDI WATCHMAN

For those Jedi with a background in stealth warfare that wish to reach the zenith of their powers, the only possible option is the Jedi watchman. Minimize the risk to your teammates by scouting the path ahead, and with skills such as Stealth already learned, maximize your silent running with the use of Force Camouflage, a power that replaces and improves the stealth field generator equipment. The watchman is also granted the Sneak Attack feat, which can be learned up to Level 7, three levels short of the Sith assassin but still deadly enough to deal a fatal blow to anyone you're attacking from behind.

SITH ASSASSIN

If your path to the dark side involved being cloaked, striding through crowded areas undetected and then launching a surprise attack on a victim, your Prestige class should be that of Sith assassin. Leave the fools that masquerade as your teammates behind, and improve on your powers to hide yourself. Further complement your Stealth skill with Force Camouflage, eliminating the need for special stealth equipment. The Sith assassin also gains Sneak Attack, but unlike the Jedi watchman, it can perfect this feat to Level 10—enough to almost bring down a bantha with a single strike.

JEDI MASTER

If you have used the power of the Force extensively and have taken the long and arduous path away from the dark side, then congratulate yourself; you now have the abilities of a true Jedi Master. This venerable position grants you two new abilities as well as Prestige Sense, a lesser ability than the Greater Prestige Sense gained by the four combat-heavy classes. The feat is Light Side Enlightenment, a nebulous improvement to your teammates' morale, which brings like-minded individuals to you but alienates those favoring the dark side. Inspire Followers is also yours, bathing your team in light and increasing their combat potential.

SITH LORD

Have you fallen to the dark side and used the power of the Force to inflict misery and suffering? Then become what was preordained: the Sith Lord. This fearsome position grants you two new abilities as well as Prestige Sense, a lesser ability than the Greater Prestige Sense gained by the four combat-heavy classes. Increase your grip on the Force by employing the newly learned Crush Opposition feat, sapping the will of those who dare step in your way. Further alienate or attract your fellow party members with Dark Side Corruption, pushing light side brethren away but feeding off those who embrace your ideals.

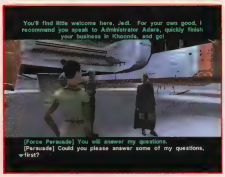
SKILLS

The array of skills you command influences almost every aspect of the game outside of combat. Your options for solving puzzles and completing quests usually depends on what skills you have available; furthermore, extra dialogue options become available in many situations for those with the right expertise.

When you create your character, and every time you gain a level, you receive skill points. The amount of points you get depends on your class, plus extra points equal to your INT modifier. You then spend these points to increase a skill's rank. For class skills, you get one rank per point spent. For cross-class skills, each rank costs two points. The maximum rank you can have in any skill is equal to your level plus three—four ranks at first level, five at second level, etc.

Whenever you use a skill, a d20 is rolled and your skill ranks and related attribute modifier are added. If the total meets or exceeds the DC of the task you're attempting, it succeeds. Some skills, like Treat Injury, can instead modify the result of another action. For example, whenever you use a medpac, you add your Treat Injury skill to the amount of health restored.

Some skills, like Demolitions, have consequences if you fail—trying to disarm a deadly mine could result in it blowing up in your face. If there is *no* consequence for failure, such as trying to open a locker with Security, then you are allowed to "take 20" on your skill check. In other words, it's assumed that you have enough time to keep retrying your task until you get it exactly right. In game terms this means there is no random roll for the skill check; you're automatically given the maximum roll: a 20.


You'll find little welcome here, Jedi. For your own good, I recommend you speak to Administrator Adare, quickly finish your business in Khoonda, and go!
[Force Persuade] You will reserve my questions for first?

There are other ways skill aptitude can benefit you. In conversations, many new lines of dialogue appear depending on your skill ranks and the situation. For example, if you deliver the protocol droid to Jana Lorso on Citadel Station, you can offer to Repair the droid if you are skilled, earning you some extra credits.

Skill ranks also play a role in item creation. Every skill except Persuade is related to the construction of every possible item; powerful or exceptional items can only be made by someone with sufficient rank in the related skill. Making healing items requires Treat Injury, grenades require Demolitions, and so on. See the Appendices for specific information on each item.

It's not possible or advisable to force any character to learn every skill. Instead, focus each member of your party on those few skills they are best suited to. Droids or others with high intelligence should specialize in Computer Use, Demolitions, Repair, and Security. Consulars should devote points to Treat Injury. Stealth is the domain of Sentinels and Scouts (Consulars can usually make good use of it as well). Your character should *always* devote every possible skill point to Persuade, since you are the only one who can use it all. Awareness is not as important for your companions either; let your main character handle this skill.

COMPUTER USE (INT)

Computer Use allows you to slice computer programs using disposable logic rams called computer spikes. You might disable gun turrets, access encrypted data, open security doors, or sabotage enemies with poison gas vents or power overloads. The more complicated the task, the more spikes are required. A high rank in this skill reduces the number of spikes required by 1 (to a minimum of 1) for every four ranks total (including your INT modifier).

Computer Use impacts more than your computer spike reserves. In many situations, especially when interacting with droids, a high Computer Use skill comes in handy. This skill also makes puzzle solving easier. For example, when you access the terminals in the Sith Academy on Korriban, you won't need to memorize your complicated ID number if you have high Computer Use—you can input the ID automatically.

DEMOLITIONS (INT)

Use Demolitions to set, recover, or disarm mines. Such devices range in difficulty from minor (DC 10) to devastating (DC 30). Attempting to disarm a mine adds 5 to the DC, while attempting to recover a mine adds 10. This skill cannot be used untrained—you must have at least one rank in Demolitions to try anything with mines at all. It's strongly recommended that you give your character at least one rank at first level.

Demolitions are extremely handy for dealing with the numerous minefields you encounter. Tough characters may be able to shrug off the effect of a few minor mines, but a field of strong mines can quickly wipe out your entire party if they aren't handled with care; always have a Demolitions specialist on hand when exploring new areas.

More fun than recovering mines is laying them yourself. Combined with Stealth, you can lay devastating traps for your enemies by sneaking into their territory and carpeting the place with mines. Mira's Point Guard ability allows her to step through all mines with impunity and to plant incredibly devastating traps. For example, she can clog a narrow passage with mines, then run through it when enemies are in pursuit. She'll pass by unharmed, but her foes won't be so lucky.

STEALTH (DEX)

Stealth governs the use of camouflage devices to enter stealth mode. If a character equips such a device and activates stealth mode, opponents must make an Awareness check versus the character's Stealth check or they will be unable to detect them, even if the character is in a direct line of sight. A character in stealth mode can set, disable, and recover mines. Any combat actions cancel stealth mode.

You can't use Stealth unless you have some type of stealth device equipped (unless you are a Jedi watchman or Sith assassin using Force Camouflage). The simple stealth field generator is the most basic of these devices, and you can always find one on Peragus during the first part of the game. Other enhanced devices enable stealth and provide bonuses to your skill. See the Appendices for specifics.

So when you're in Stealth Mode, what can you do? Laying mines in enemy territory is usually a good idea. There are also many situations in which you can sneak up to a terminal and sabotage or undermine your enemy before you mount a conventional assault. Finally, there are two places on Nar Shaddaa where you can overhear whispered conversations by approaching unseen; see the walkthrough for more details.

Finally, there's the Force power Mind Trick. This ability causes your target to become distracted for 30 seconds (if they fail a Will Save), greatly increasing your chances of passing by undetected. Use of Mind Trick, unlike all other Force powers, does *not* cancel stealth mode.

AWARENESS (WIS)

Awareness governs the ability of a character to spot objects or enemies hidden by stealth. If a successful check of this skill is made against the Stealth skill of an enemy or the DC of a mine, the enemy or object is noticed and becomes visible. Awareness is always active, but results are best if the character is moving slowly. Running imparts a -5 penalty to any Awareness check.

Your main character should carry the burden of devoting skill points to Awareness, since that's who you're usually controlling. Even if Awareness fails, you can still spot cloaked enemies by their shimmering outline. Mines, however, are practically impossible to see without good Awareness; spotted mines are clearly shown as brightly glowing spheres. Those specializing in Demolitions should therefore also have a high Awareness skill.

Awareness can also affect conversations, allowing you to notice clues, inconsistencies, or other things a less observant character might miss. This is another reason why your character should build up this skill.

PERSUADE (CHA)

What is your business on Ilzi?
[Persuade] Could we skip the formalities? It looks like we're both in a bit of a rush.
Why business is my own.

Have your main character use or gain ranks in this skill. Persuade options appear during dialogue when interesting or sensitive information is available that someone might otherwise be reluctant to reveal. In fact, most beings you speak to can be Persuaded in some way or another. When used, rank in this skill is compared with how extreme the request is. A guard might easily agree to a bribe, but convincing him to abandon his post would be much harder.

Your character should always devote maximum skill points to increasing your rank in Persuade, giving you the most options when speaking with friends and enemies alike. In conjunction with this, you should also learn the Affect Mind and Dominate Mind Force powers. Using the Force to control another's mind can sometimes earn dark side points, but if it's the only alternative to combat, you might earn light side points instead.

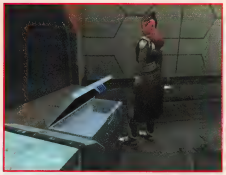
REPAIR (INT)

Repair allows you to fix disabled mechanical devices like droids or terminals using disposable packages of parts. The number of part kits required increases with the difficulty of the repair. This skill reduces the number of parts required by 1 (to a minimum of 1) for every 4 points total, including your INT modifier. Repair also modifies the amount of vitality points recovered when using items to heal any droids in your party. Finally, a high Repair skill increases the amount of components you get when breaking down items at a workbench.

Every droid in your group should prioritize this skill, as it makes all of their healing items more effective. Repair is also used in the creation of many items, or whenever any item is broken down into components. If you have a huge stock of parts, a Repair skill isn't vital, but you should always try to have one Repair expert with you at all times.

As with other skills, high rank in Repair enables new dialogue choices in certain places. There are several situations in which Repair and Computer Use overlap; for instance, a broken terminal might be fixed with Repair or reprogrammed with Computer Use. Therefore it's usually sufficient to have a character invest in one or the other, but not both.

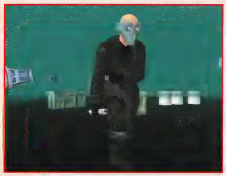
SECURITY (INT)



Security is used to access electronic locking devices. Once you invest points in this skill, it becomes one of the default options on targeted doors and containers. Security spikes grant a bonus to this skill, and any in inventory also appear as a default option.

Locked containers and doors are everywhere, so Security is a vital skill. You can't use it at all unless you have at least one rank, so it's a good idea to take this skill at first level, when you create a new character. While you can bash open most locked containers, doing so has a good chance of ruining the contents; with Security, you don't have to fight your way into a hidden locker only to come away with a few broken items.

TREAT INJURY (WIS)



Treat Injury improves the amount of damage healed when a medpac is used. Advanced medpacs and life support packs apply multipliers to the user's skill, increasing the amount healed a great deal.

Consulars should always invest in this skill; their supporting role as healers allow them to make the most of it. In addition, Consulars have high wisdom, which also improves your Treat Injury skill. Treat Injury is also used in the creation of healing items at lab stations. Unlike other skills, few dialogue options are opened by having high Treat Injury, but the ability to heal yourself quickly is extremely important. Strongly consider this skill as a choice for your main character.

FEATS

Feats are specialized talents that grant your characters special combat abilities, enhance skills, or give other benefits. Whenever you gain a level, the number of feats you can select depends on your class. Guardians get the most feats, while Sentinels get the fewest. In addition to these, each class also bestows automatic feats, such as the Guardian's progression through various levels of Unarmed Combat Specialist. Finally, each character has their own unique array of individualized feats.

The Appendix provides a complete list of all feats, with detailed information about each one's specific game effects. In this section, we provide general information about the different types of feats and how to use them. Read on to find out which feats are too good to pass up, and which ones you can do without.

COMBAT FEATS

While Attack is the default option when targeting an enemy, you almost never use it because combat feats are so much better. There are three basic styles of combat feats, and each one has three levels of progression (Basic, Improved, and Master) and separate varieties for melee and ranged attacks.

POWER ATTACK AND POWER BLAST

These feats allow you to inflict extra damage with every successful hit; the drawback is that your attacks are less accurate. As you progress to Master level, the attack penalty becomes negligible while the damage bonus becomes enormous. Because this feat carries no defense penalties, it's always useful when facing tough enemies. It's not as effective against targets that are small and quick, like maintenance droids; their high defense makes your attack penalty a real liability, and their low vitality means dealing extra damage is probably a waste.

FLURRY AND RAPID SHOT

By sacrificing finesse, you can deliver an extra attack every round with this series of feats. Flurry and Rapid Shot used in conjunction with Two-Weapon Fighting results in three attacks per round instead of two. These feats are best utilized against swarms of weaker enemies, allowing you to mow them down quickly. Use of this feat penalizes both your attack roll and your defense, making it less optimal when fighting very strong opponents or in one-on-one duels.

CRITICAL STRIKE AND SNIPER SHOT

Precision and focus are the main traits of this style of combat, but your defense is penalized as a result. Attacks made with these feats suffer no penalty and have double the normal chance of scoring a critical hit. This probability gets even better as the feat progresses. In addition, every successful hit forces your target to make a Fortitude Save or be stunned for 6 seconds. The DC against this effect depends on the feat level and your class level; Critical Strike also adds your STR bonus to the DC, while Sniper Shot adds to your INT bonus. These feats are devastating when used in combination with a weapon that's been upgraded to increase its critical threat range.

FORCE JUMP

Worth an honorable mention, Force Jump is the only reason you might want to make a standard melee attack. This feat allows you to leap instantly to any enemy within range, which is very useful against distant foes pelting you with ranged attacks, especially in the latter parts of your quest. It only works if you execute a standard attack while equipped with a lightsaber.

OTHER COMBAT FEATS

There are other combat feats than these, but they aren't as potent, and you really only need to consider them in situations where you're desperate for something novel or if you have already maxed out the feats you prefer. The series of Dueling feats provides bonuses for those using one-handed weapons; you might consider these for Kreia, but in all other cases Two-Weapon Fighting is better. Dual Strike grants combat bonuses when you and a companion attack the same enemy, but since there are many situations in which you must fight alone, this feat isn't always useful. Weapon Finesse allows you to use your DEX bonus (instead of STR) with melee attacks, but those in melee generally wear armor that limits this feat's effectiveness.

EQUIPMENT FEATS

TWO-WEAPON FIGHTING

Every character except Kreia can and should master Two-Weapon Fighting as soon as possible. While anyone can hold a weapon in each hand and make two attacks per round, doing so carries severe attack penalties unless you are trained for it. By the time you've learned all three levels of this feat (and Superior Two-Weapon Fighting, for those with Prestige classes), you can make an extra attack every round with no penalties at all. This effectively doubles the combat potential of your entire group. Another advantage of Two-Weapon Fighting is that you can use different modes of attack at once. For instance, you could equip a sonic weapon in one hand for attribute damage and an ion weapon in the other hand for extra power against droids.

WEAPON FOCUS AND WEAPON SPECIALIZATION

Each type of weapon (pistol, rifle, melee, and lightsaber) has a series of feats for those who truly want to master their chosen form of combat, an ambition that we applaud. Each feat has three levels. The first provides basic proficiency; without it, you can't use that type of weapon at all. Every character should pursue at least one of these feats to completion, depending on what type of weapon they prefer.

ARMOR PROFICIENCY

Armor comes in four varieties: robes, light armor, medium armor, and heavy armor. Robes require no special training and can be worn by anyone; the lowly miner's uniform falls in this category. All other types of armor require you to have the appropriate feat. Light Armor proficiency is automatic for everyone except Consulars, who should select it anyway so they can wear Zeison Sha armor (which doesn't restrict Force powers). Everyone else should upgrade to Heavy Armor proficiency as soon as possible. While most heavy armors limit your maximum DEX bonus, these can be lessened by installing flexible underlays. Only Wookiees and droids, who can't wear any type of armor, don't need to worry about this feat.

SKILL FEATS

Skill feats provide varying bonuses to your character's skills. Some, like Empathy or Gear Head, grant bonuses to skills that you've already learned; the bonus increases from +1 to +3 as you advance. Each skill also has a specific feat that allows you to treat it as a class skill (if you can't already). You can take some of these feats for your droids, but since the benefits offered are slight, you're better off with something else.

SPECIAL FEATS

In addition to all the types of feats previously discussed, there are a few others that deserve special mention. Regenerate Force Points and Regenerate Vitality Points are both very useful and should be taken by every character who can select them. Everyone should also master the series of Toughness feats; the extra vitality granted really adds up at higher levels. The Conditioning feats add a bonus to all saves, but this enhancement is better obtained by wearing the right equipment. Most other special feats are learned automatically, either as an innate character trait or as a bonus from character class; see the "Interplanetary Datalog and Bestiary" section or the information on character classes earlier in this section for more information.

FORCE POWERS

Force powers are not just the sole domain of Consulars; you must be able to channel the Force no matter what your class if you hope to complete your quest. Only Jedi or Sith can use Force powers, and each power costs Force points for each use. There are three basic categories: light side powers, dark side powers, and universal powers. Powers that match your alignment cost less Force points, while powers opposite of you cost a lot more. It's good to focus on powers attuned to you, but even dark side players can benefit from a few light side powers (such as Heal), and vice versa.

Like feats, most Force powers have three levels of strength. To qualify for a Force power, you must have the required number of class levels, and you must have learned all previous powers in the series. A complete list of all Force powers with their specific game effects is in the Appendix. This section covers the most important powers and offers advice on which ones to select, when to use them, and how to get the most out of them.

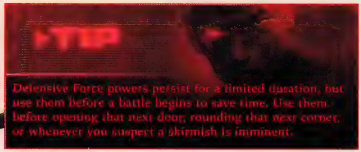
All Force users benefit from having high wisdom and charisma. The modifiers for these attributes are added to the DC that any target must make against your Force powers. In addition, high wisdom increases the total amount of Force points you have to spend. High charisma reduces the amount of extra Force points spent when using a Force power of opposing alignment.

Some Force powers are restricted by armor. This means you can't use that power if you're wearing any type of armor except robes. For Consulars, this isn't an issue. Guardians and Sentinels should select Force powers that aren't restricted by armor, such as Force Push. A few special light armors, like the Zeison Sha initiate armor or the Jal Shey neophyte armor, allow the wearer to use Force powers freely.

LIGHT SIDE POWERS

Most light side powers affect you and your allies, but there are a few exceptions. One of the most important is Heal; apart from medpacs or the passage of time, it's the only way to replenish your vitality. Revitalize, which allows you to bring back fallen allies from death, is less vital; allies arise on their own as long as one person survives the skirmish.

There are several defensive and supporting Force powers in this category that light side Jedi should use often. Force Aura, Force Valor, and Force Barrier applied in combination can turn the tide of any battle; this becomes even more effective when you learn Force Enlightenment.



Defensive Force powers persist for a limited duration, but use them before a battle begins to save time. Use them before opening that next door, rounding that next corner, or whenever you suspect a skirmish is imminent.

The light side isn't strictly about defense. Two powers, Stun and Stun Droid, are extremely useful, especially in your quest's earlier stages. They become less potent as enemies become more resistant to their effects, but learn the first tier of these abilities for use at lower levels.

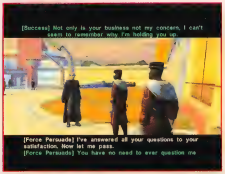
DARK SIDE POWERS

The dark side arsenal focuses on pain, destruction, and violence. The greatest potential for battlefield mastery lies in this realm. Above all, Shock is essential to learn. Its strongest form, Force Storm, can inflict huge damage on a dozen enemies at once; destroy entire squads of foes in a few rounds with this ability. The more enemies you face, the more effective this power becomes.

Other dark side powers are also impressive. Fear (and its stronger cousins, Horror and Insanity), doesn't cause any damage but does paralyze large groups for 18 seconds. This gives you time to spend a few rounds restoring health, taking potshots, or carving through the enemy in melee. This series of Force powers isn't restricted by armor; even Guardians can use it freely. Like Shock, this ability works best on large groups of enemies—a challenge you face often in later stages of your journey.

Dark side specialist have yet more options. Slow (including Affliction and Plague) is ideal for very tough opponents. The save DC for Plague is *100*, making resistance impossible; the guaranteed attribute damage makes even the strongest storm beast or Jedi Master a lot more manageable. Force Crush, only available to Sith Lords, is even more devastating than Force Storm, though it affects only a single enemy. The remaining dark side powers, such as Drain Life, Drain Force, and Wound, are also potent but can't match the incredible strength of the others in this category. Save them for higher levels, after you've exhausted other options.

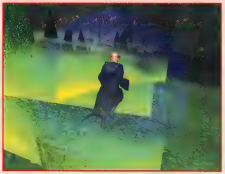
UNIVERSAL POWERS


[Success] Not only is your business not my concern, I can't seem to remember why I'm holding you up.
[Force Persuade] I've answered all your questions to your satisfaction. Now let me pass.
[Force Persuade] You have no need to ever question me

This category includes many different types of both offensive and defensive Force powers and includes several unusual powers that act more like feats: They are continually active and don't use any Force points. One of the most important is Affect Mind (including Dominate Mind). Only your main character can use this power. It allows you to augment your Persuade skill with the Force; very few beings can resist its effects. Every player should learn this power when they qualify (Level 6). When a Jedi has this power, extra options appear during conversations (it has no effect on droids).

In the offensive domain, the universal power Force Push is the first in a trio of critical abilities that every Jedi should learn, no matter what class. Both light and dark side characters can use it without penalty, and it's not restricted by armor. The strongest form, Force Wave, is ideal when a swarm of enemies mobs you in melee. It sends them hurtling away from you, inflicts damage, and can stun. Late in your quest you are often alone against overwhelming numbers; Force Wave saves your life every time.

For Consulars focused on defense, Energy Resistance and Battle Meditation are ideal. Like Force Valor and similar abilities, these powers make your party stronger and tougher, tilting the odds greatly in your favor. Other universal powers are suited to the Sentinel's style of stealth and subterfuge: Mind Trick and Force Camouflage make sneaking around child's play. Every Jedi also learns Breath Control, which protects you from poisonous gases; you'll use this power extensively on Nar Shaddaa, Korriban, and Malachor V.



There are many other powers in the universal category; most of them are either learned automatically, like Precognition, or should be avoided, like Force Body. If you are interested in a unique challenge, create a character who specializes in Force Suppression and Throw Lightsaber; this might be a fun change of pace for advanced players.

FORMS

Forms are Force manipulation techniques that enhance a Jedi's lightsaber prowess or Force power potency. You learn some forms automatically as you gain levels in your chosen class, while other forms are learned from the lost Jedi Masters you meet. The Appendix provides details on the specific game effects of each form and contains information on where each one is learned. Guardians and Sentinels learn lightsaber forms, which are used in melee combat, while Consulars learn Force forms; these make your Force powers stronger while at the same time reducing the Force points needed to use them. You can have only one form active at a time.

LIGHTSABER FORMS

Lightsaber forms generally apply bonuses and penalties, so you must choose the right form for the situation. Shii-Cho is the most basic form, learned by all Jedi classes at Level 7. It carries no disadvantages and should be your default choice for most situations. Makashi, another basic form all classes learn, grants many attack bonuses at the expense of blaster deflection. When you face beasts or melee opponents, use this form. Advanced forms are learned only by the Jedi Weapon Master, Jedi Watchman, Sith Marauder, and Sith Assassin Prestige classes. Of these, Juyo and Niman are the strongest. Juyo carries defense penalties but allows you to make an extra attack; combined with Two-Weapon Fighting and Flurry or Rapid Shot, this brings your number of attacks every round to four. Niman is noteworthy for carrying no penalties of any kind; keep this form active for a sweeping boost in combat potential.

FORCE FORMS

The esoteric Force forms are the domain of the Consular and corresponding Prestige classes, Jedi Master and Sith Lord. Instead of lightsaber forms, these characters gain supreme mastery with Force powers. Keep Force Channel or Force Affinity selected to regenerate Force faster, allowing you to tackle entire armies single-handedly with a volley of Force Storms and Insanity without having to stop and rest. The other forms, Force Potency and Force Mastery, are suited for dueling situations rather than endurance. They cause your Force powers to cause more damage and last longer, but you must spend more Force points in exchange.

EQUIPMENT AND ITEMS

One of the most important factors influencing your success in combat is your equipment quality. By opening every container and looting the remains of every enemy, you can find hundreds of items. The type of items you find are usually random; even the remains of unique enemies like Revan or Darth Sion may contain an incredibly rare and powerful lightsaber…or nothing at all. The majority of stock sold by various merchants is random as well. The key to effectively equipping your character lies in recycling unneeded goods into something better, keeping upgrade slots filled, searching diligently, and spending credits freely.

The quality of items you find depends on your class level. For example, you find many medpacs during the beginning of your quest. As you become stronger, you begin finding advanced medpacs. Finally, life support packs, the strongest healing item, begin to appear. This means your older equipment is continually becoming obsolete. Even though there's no limit to the amount of items you can carry, it's best to sell or decompose anything you no longer use. This gives you raw materials you can then shape for other uses.

The Appendix lists every item in the game and contains details of each one's game effects. This section provides general information about different types of items and tips on getting the most out of them.

WEAPONS

There are four basic types of weapons: pistol, rifle, melee, and lightsaber. Each one requires the corresponding Weapon Proficiency feat before it can be equipped.

PISTOLS

Pistols are the weakest weapon type, but they make up for it in other ways. They may not cause enormous damage, but they are small enough to hold in one hand. This means you can use Two-Weapon Fighting to fire two pistols every round. Sentinels and other ranged specialists can combine this with Flurry for best effect. If upgradeable, pistols can be fitted with scope, firing chamber, and power pack.

RIFLES

Since rifles require both hands, you can only equip one at a time. The advantage is that rifles do almost twice as much damage as pistols on average. Even so, only the most powerful rifles are worth the trade of having one less attack per round. Your rifle specialist is probably HK-47, whose assassin rifle is the most powerful of this group. Upgradeable rifles have the same type of modifications as pistols: scope, firing chamber, and power pack.

MELEE WEAPONS

Melee weapons vary from the puny plasma torch to the mighty Sith tremor sword. Until you are able to finally build a lightsaber, mundane melee weapons are your only option for close combat. Even with lightsabers available, some special melee weapons, like the arg'garok, are hard to surpass in terms of raw damage potential.

Most melee weapons are small enough to hold in one hand, but some exotic types possess two blades and require both hands to use. Two-Weapon Fighting applies when using two single-bladed weapons or one double-bladed weapon; using two separate weapons is best because you then have six upgrade slots to utilize instead of three.

Melee weapons usually inflict slashing, bludgeoning, or piercing damage, but there are exceptions. A plasma torch, for instance, causes fire damage, making it useful for bashing open doors or other things resistant to physical attacks. Customize upgradeable melee weapons with grip, energy cell, and edge for enhanced performance.

LIGHTSABERS

The hallmark of the Jedi, lightsabers are in a class of their own. In order to wield one, you must build it yourself by collecting the necessary components. Lightsabers differ from mundane melee weapons in several ways. They accept different types of upgrade items; each can be fitted with three crystals (one of which determines the lightsaber's color) a lens, an emitter, and an energy cell. Many feats, Force powers (like Force Jump and Throw Lightsaber), and lightsaber forms, only work with this type of weapon. Unlike melee weapons, lightsabers always do energy damage (plus other types, depending on the upgrades installed). This allows them to ignore some enemy defenses. You can also use a lightsaber to quickly open a security door by vaporizing the lock.

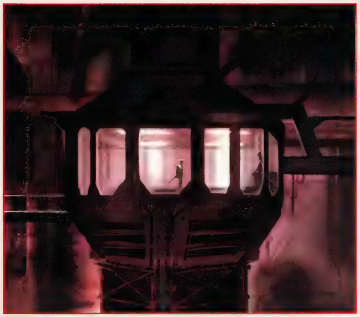
ARMOR

There are four basic categories of armor: robes, light armor, medium armor, and heavy armor. In addition to providing a defense bonus, many kinds of armor also provide other benefits like resistance to certain damage types or bonuses to your attributes or skills. Upgradeable armors can be fitted with both an overlay and an underlay. Overlays generally enhance the armor's performance against certain damage types, while underlays more often affect the wearer by enhancing abilities, granting regeneration, etc.

ACCESSORIES

Every character has a number of additional equipment slots beyond basic weapons and armor. Droids have a different set of slots than everyone else. For your human companions, there are five ways to accessorize. Implants, headgear, gloves, and belts all provide various benefits to defense, attributes, skills, attacks, or saves. Some types grant damage or status immunities or other abilities, like Regeneration. Many accessories also have restrictions on who can use them; each type of implant requires a minimum constitution score, for example. The fifth type of accessory, the armband or shield, can be equipped on both the right and left arm. Unlike other types, shields have limited durations and don't operate automatically—you must activate them from the command menu. You can only use shields a limited number of times before they burn out and become worthless.

Your three droid companions, T3-M4, HK-47, and G0-T0, can also be fitted with accessories, but droids use different types than your other characters. The sensor and utility slots hold passive upgrades that are continuously active, like HK-47's droid assassination module. In addition, droids can equip two special weapons, such as T3-M4's shock arm, and a shield. With a few rare exceptions, this latter type of accessory holds limited charges and must be activated manually.



MINES AND GRENADES

Often overlooked, the numerous mines and grenades that you collect throughout your quest can be devastatingly effective when used in the right situations, especially at lower levels. A character with Stealth and Demolitions can place mines in the path of the enemy before initiating battle; done properly, you can wipe out groups of foes with a single attack. Grenades have a huge impact when used against clusters of weaker enemies. Because of their unique vulnerability, almost all droid battles can be ended quickly with a few ion grenades. Adhesive grenades are also incredibly useful, especially against enemies that lack ranged attacks, like beasts. A successful hit glues your foes in place, giving you time to retreat or attack safely from a distance.

WORKBENCHES AND LAB STATIONS

Workbenches and lab stations allow you to create new items from scratch using components and chemicals, and they allow you to install enhancements in upgradeable equipment. The amount and type of raw materials and required skill needed for making each type of item is included in the Appendix. Your ship has a workbench built in, T3-M4 can be used to install upgrades, and the disciple acts as a mobile lab station. Take time to use these facilities whenever possible and turn your old items and scrap into something you can use.

WALKTHROUGH INTRODUCTION

THE OLD REPUBLIC

It is a perilous time for the galaxy. A brutal civil war has all but destroyed the Jedi Order, leaving the ailing Republic on the verge of collapse. Amid the turmoil, the evil Sith have spread across the galaxy, hunting down and destroying the remaining Jedi Knights. Narrowly escaping a deadly Sith ambush, the last known Jedi clings to life aboard a battered freighter near the ravaged world of Peragus…

…and so begins your epic quest across the galaxy to discover the fates of the other Jedi Masters. The fate of the Republic, of the Force itself, is up to you. Will you be the galaxy's greatest hero? Or its greatest threat?

There are many different ways to approach your quest. Even two characters who set out with identical motives can have extremely different experiences. Most events unfold in different ways depending on your class, gender, and alignment. In addition, when you first pick your destination on the *Ebon Hawk*, you could land in one of five different worlds.

Because of the many variations, there is no single best path. It depends on your preferred style. In our walkthrough, we strongly recommend that you visit planets in the following order:

Peragus	Telos	Nar Shaddaa	Dxun
Onderon	Dantooine	Korriban	

You must visit Peragus first and Telos second, but you can do the remaining five in any order. You can't predict the companions and items you have, so this section provides advice in the most general terms possible. For example, have a ranged specialist in your group no matter who you've met so far, whether it's Atton, Mira, HK-47, the handmaiden, the disciple, or your main character.

CHOOSE YOUR DESTINY

At every step along your quest, there are chances to move closer to the light or dark side. Events often turn out the same whatever your motives; for instance, you can't avoid battling Luxa on Citadel Station, even though your reasons for doing so are completely different.

Your choices for good or evil have strong effects throughout the game and are made through various dialogue options that you choose. After a conversation, any shift in your alignment is shown. This is reflected on a scale from 1 to 100, with 1 being unadulterated dark side and 100 being absolute light side. You can see your approximate alignment in the status screen, and extreme shifts are reflected in the appearance. Light side devotees have a healthy glow, while dark side characters appear pale and diseased.

All the chances of influencing your alignment are set apart in the walkthrough in "Side Step" boxes:

A side step indicates an event or conversation that can be resolved in a light or dark direction. In these situations, you often have dialogue options ranging from something like, "How terrible for you, is there any way I can help?" (light side) to "If you want to die, keep talking" (dark side).

This box highlights a chance to perform some exceptional light side act. Some of these events are available only to those who have followed the light side, while others always lead to a light side reward no matter what your motive for getting involved.

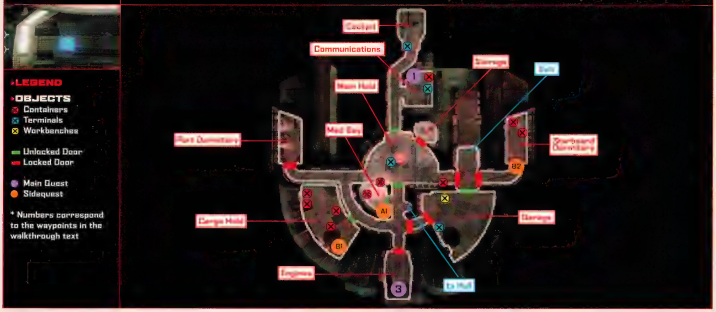
Dark side boxes point out opportunities for special cruelty or malice, resulting in a strong dark side shift. Look here to find new ways of spreading echoes of pain and suffering throughout the Old Republic.

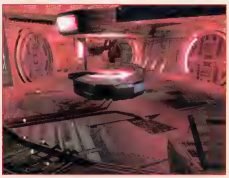
EBON HAWK

PROLOGUE

The *Ebon Hawk* Prologue gives you a chance to learn the basics of moving around, interacting with items, managing a party, combat, and solving puzzles. It's completely optional; skip the Prologue by heading toward the front of the cockpit. We recommend playing through the Prologue to find extra items and equipment for T3-M4. You'll be much happier to find him later in the game when he comes with his own dróid flamethrower.

MAP 1 THE *EBON HAWK*





Main Hold

3C-FD

The space-worn freighter *Ebon Hawk* has seen better days. When your quest begins, the ship is adrift in space, its hull torn open and engines offline. It's up to T3-M4 to stabilize the ship and bring it safely to dock at Peragus Mining Facility. With a little help from 3C-FD, found in the cargo hold, you can fully explore the ship for extra items.

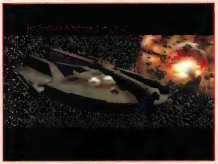
MAP 2 THE OUTER HULL

LEGEND

OBJECTS
- Containers
- Mines
- Terminals

Main Quest

* Numbers correspond to the waypoints in the walkthrough text



Take the lift between the main hold and the engine compartment to drive around on the *Ebon Hawk*'s outer hull. Scavenge parts and explosives from the ship's damaged systems, then take them back inside for use on the hyperdrive.

MAIN QUEST PATH

To stabilize the *Ebon Hawk*, T3-M4 must open a path from the lounge to the engine room where the broken hyperdrive sputters. Along the way, collect parts wherever you can and use them to restore power to the port engines; there are also three sidequests that you can follow for plenty of extra items.

▸BEGIN QUEST	Save the *Ebon Hawk*
▸SIDEQUEST	Heal the Jedi

Set and spike: T3-M4's high Computer Use makes it an ideal slicer.

T3-M4 staggers to life on the *Ebon Hawk*'s bridge. Roll down the hall to the communications room. Take a computer spike from the container and use it to slice into the communications console (**Waypoint** 1). Open the door to the main hold.

Where there is a key, there is always a lock....

As you drive through the hold, carefully search for parts. One of the bodies has a locker key you can use in the cargo hold. Take everything and open the low security door to the south. Use the lift on the other side to reach the *Ebon Hawk*'s outer hull.

[Approach mines carefully. They will blow up and damage you if you get too close. You can use your Demolitions skill to either Disable or Discover these mines.]

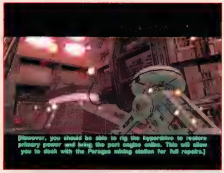
These explosives are what you need to blow open the sealed engine room.

[These exposed wires control the door to the starboard dormitory. The door is currently sealed, but you can override it from here.]

The exposed wiring allows you to short-circuit the Starboard Dormitory door.

Scour the blasted hull for parts and mines (**Waypoint** 2). You need the explosives to blast open the sealed engine room door. Use the lift to return to the *Ebon Hawk*'s interior.

The only way to open this door is with a mine.


[However, you should be able to rig the hyperdrive to restore primary power and bring the port engine online. This will allow you to dock with the Peragus mining station for full repairs.]

You need five parts to get the hyperdrive online.

Target the engine room door, and rig it with one of the mines you found on the hull. Back away as the mine explodes, then roll through the opening to access the hyperdrive (**Waypoint** 3). After fixing it, return to the galaxy map on the bridge and dock at the Peragus Mining Facility.

›SIDEQUEST	**Garage Access**
›SIDEQUEST	**Repair 3C-FD**
›END QUEST	**Save the *Ebon Hawk***

SIDEQUESTS

As you work to get the *Ebon Hawk* functioning, roll off the beaten path to find some extra equipment and experience for your astromech droid. The three sidequests described here are simple to complete, and you'll be glad you did when you meet up with T3-M4 later on.

›A.BEGIN QUEST — Save the Jedi

You need more than a medpac, but it's better than nothing.

The Jedi (your character) is found in the med bay in critical condition. Open the container next to the bed and take the medpacs, then use one on your character. Quest complete!

›END QUEST — Save the Jedi

›B.BEGIN QUEST — Garage Access

›BEGIN QUEST — Repair 3C-FD

3C-FD can help you get past the garage airlock.

Combat mode engaged.
Remove Droid
[You can pause and unpause combat with the Pause button and will help you plan your moves strategically.]

Open this container to try out your shock arm on some sensor droids.

The garage took a direct hit and is open to space. You need some help to get through the airlock, which keeps the rest of the ship from losing pressure. Go to the cargo hold and repair 3C-FD; the little droid temporarily joins your party (**Waypoint** 03).

Locker
[You used the keycard you found to open the locker. The Impact Armor from this locker can be equipped on the Equip Screen. Press START to open the Pause Menu and then use the left or right triggers to cycle to the Equip screen.]
Close

Use the key you found in the main hold to open the locker and get some armor.

›END QUEST — Repair 3C-FD

While 3C-FD operates the airlock, T3-M4 can explore the garage.

Switch to 3C-FD and enter Solo Mode. Use the security console in the main hold to open the outer garage door, then (still in Solo Mode) steer T3-M4 through the door. Switch back to 3C-FD, close the outer door, and open the inner door to let T3-M4 into the garage.

The Starboard Dormitory has some useful droid weapons.

Workbench
Create New Item
Repair
Disruption Shield
Security Transceiver
Equip Optimizer Module
Skill Required to Create: Repair (5)
Single Use
Included are the basic tools needed to repair a damaged droid. Also included is a medium Basic Components Duffel Tool, Disposable to Scavenger.
Create Item
Breakdown Item
Close

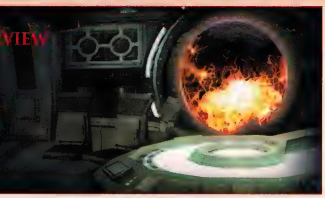
Try your hand at item creation with the Ebon Hawk's workbench.

Use the workbench here to make a repair kit for T3-M4. If you opened the Starboard Dormitory door while you were on the outer hull, you can go there and find some footlockers full of equipment (**Waypoint** 02). After taking everything, command 3C-FD to cycle the airlocks so you can escape.

›END QUEST — Garage Access

PERAGUS

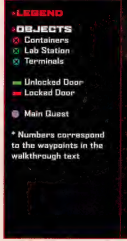
AREA OVERVIEW

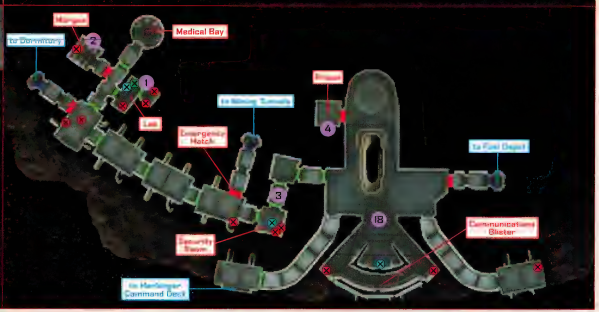


The Peragus Mining Facility is a maze of tunnels and rooms carved from one of the larger asteroids orbiting the remains of Peragus. After awakening in the medical bay, you must explore the facility to find out how you got here...and how you can escape.

PERAGUS MINING FACILITY

MAP 1 ADMINISTRATION





The administration wing is the heart of Peragus Mining Facility. A few damaged mining droids stalk the corridors, but there is little danger here otherwise. The medical bay features a kolto tank for healing injuries and a morgue where you meet your first companion, Kreia.

Kreia

Atton Rand

The communications blister offers a commanding view of the facility's docking ports. Nearby, Atton Rand awaits you in the prison holding cell—a situation the troubled scoundrel finds himself in all too often.

MAP 2 MINING TUNNELS

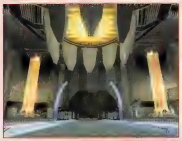
LEGEND

OBJECTS
- Containers
- Mines
- Terminals

- Unlocked Door
- Locked Door

- Main Quest

* Numbers correspond to the waypoints in the walkthrough text



The hazardous mining tunnels are patrolled by dozens of malfunctioning mining droids and are laced with active mines. Even worse, superheated Peragian fuel deposits make some of the tunnels impassable without proper shielding. Make use of all your skills to get through in one piece.

MAP 3 FUEL DEPOT

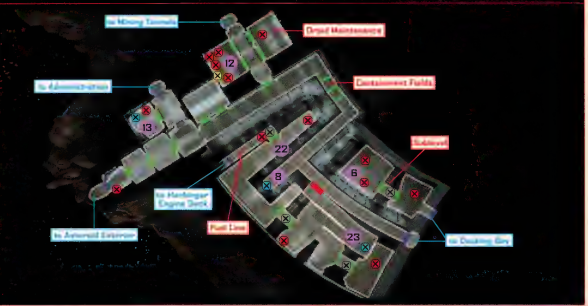
LEGEND

OBJECTS
- Containers
- Mines
- Terminals
- Workbenches

- Unlocked Door
- Locked Door

- Main Quest

* Numbers correspond to the waypoints in the walkthrough text



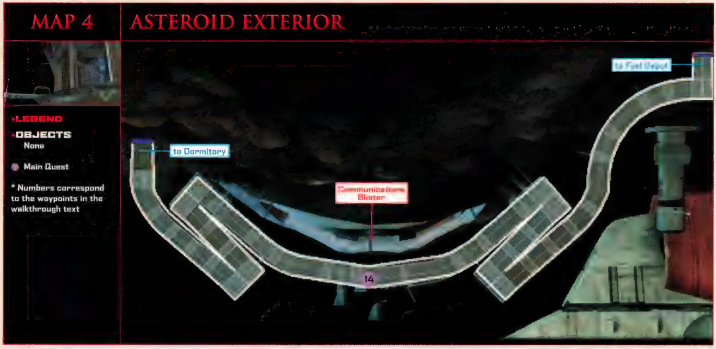
The Fuel Depot connects with most other areas in Peragus Mining Facility. This would make it an ideal shortcut, but a trio of mines placed in the fuel conduits has triggered an emergency lockdown. Containment fields have sealed off half of the area,

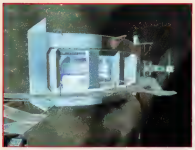
HK-50

T3-M4

so you must search for another way through. You meet two droids here: HK-50, a protocol droid that knows more than it lets on, and T3-M4, your lost astromech droid.

MAP 4 ASTEROID EXTERIOR





A narrow catwalk unites the Fuel Depot and the dormitory wing. Falling off isn't a danger, but active fuel vents are; they spew searing flames directly in your path. You can pass safely if you wait for a lull in the eruption. After the *Harbinger* docks here, you can access the fuel conduits beyond the catwalk.

MAP 5 DORMITORIES

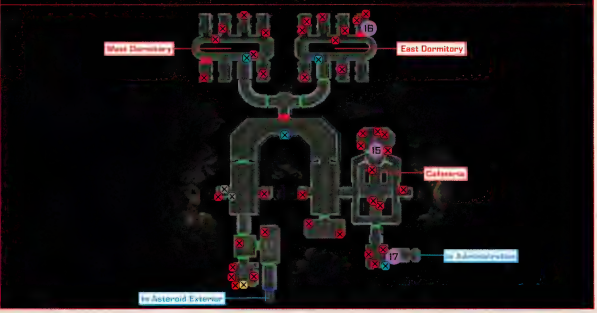
›LEGEND

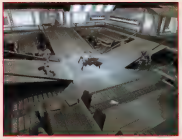
›OBJECTS
- Containers
- Mines
- Terminals
- Workbenches

- Unlocked Door
- Locked Door

- Main Quest

* Numbers correspond to the waypoints in the walkthrough text





The miners once made their homes in the dormitory wing, but now it is their grave. After making a last stand against the rampaging mining droids, most of the personnel retreated here—only to find themselves trapped. They left behind holologs from which you piece together most of what happened here; the logs also contain clues to the override code that unlocks the elevator to the administration level. Computer spikes (for deactivating the ventilation system) or a breath mask (found in the cafeteria) are needed to safely explore the northern areas, which have become a deadly gas chamber.

MAP 6 DOCKING BAY

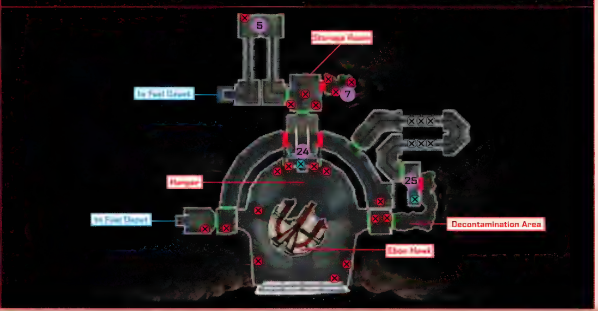
›LEGEND

›OBJECTS
- Containers
- Mines
- Terminals

- Unlocked Door
- Locked Door

- Main Quest

* Numbers correspond to the waypoints in the walkthrough text



Your ultimate goal, the *Ebon Hawk*, is docked here. Tough mining droids, equipped with shields, flamethrowers, and grenades, stalk the corridors; T3-M4's Shock Arm is indispensable for clearing the way. From the gallery above, the *Ebon Hawk* is tantalizingly near, but entering the hangar requires a detour through the bowels of the massive Republic ship *Harbinger*.

MAP 7 THE *HARBINGER*

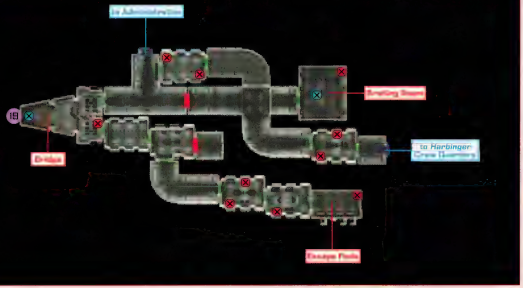
LEGEND

OBJECTS
- Containers
- Terminals

- Unlocked Door
- Locked Door

- Main Quest

* Numbers correspond to the waypoints in the walkthrough text



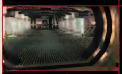
Everyone here has been slain, yet there are few signs of battle, no carbon scoring, no blaster fire. The assassins reached here first.

Soon after you awaken on Peragus, a Republic ship docks at the facility. Aptly named the *Harbinger*, its arrival portends that the situation is about to get a lot worse....

Harbinger: *Bridge*

You board the ship to find the entire crew slain—with mysteriously little sign of battle. The cause soon appears as Sith assassins uncloak for the fight. Protect Kreia from melee attacks by keeping her between yourself and Atton when an ambush strikes. Visit the bridge, escape pods, and briefing room to eliminate the assassins and collect improved weapons and armor.

MAP 8 THE *HARBINGER*



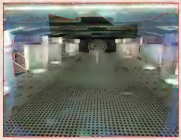
LEGEND

OBJECTS
- Containers
- Terminals

- Unlocked Door
- Locked Door

- Main Quest

* Numbers correspond to the waypoints in the walkthrough text



Harbinger *crew quarters*

Leading aft to the engine deck, the crew deck features a large medical bay in addition to cabins. With medpacs, a kolto tank, and a programmable medical droid available, you should have no problem keeping healthy, even after fending off more sneak attacks from cloaked Sith.

MAP 9 THE *HARBINGER*

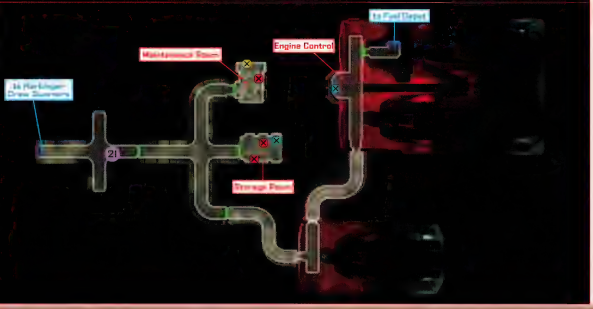
LEGEND

OBJECTS
- Containers
- Mines
- Terminals
- Workbenches

- Unlocked Door
- Locked Door

- Main Quest

* Numbers correspond to the waypoints in the walkthrough text



Harbinger *engine deck*

Darth Sion

Darth Sion, Lord of Pain and new captain of the *Harbinger*, nearly catches up with you here—but the time to fulfill your destiny is yet to come. Because of Sion's presence, this area is eerily quiet; you don't have to worry about Sith ambushes. The engine room connects to the Peragus Fuel Depot, allowing you to bypass the containment fields there and ultimately reach the *Ebon Hawk*.

MAIN QUEST PATH

The main objective on Peragus is simple: escape! As a Jedi with the potential for enormous power, there are many who want you dead. In fact, the entire crew of the mining facility has been killed by those hunting you, all for the purpose of trapping you here. A gauntlet of traps, puzzles, hostile droids, and Sith assassins stands in your way, but you aren't alone; three companions—Kreia, Atton Rand, and T3-M4—join forces to help you reach the *Ebon Hawk* and freedom.

THE SAVIOR AND THE SCOUNDREL

Come back to the kolto tank any time you need a health recharge.

The laboratory terminal is your first stop.

▸BEGIN QUEST	Recent History

▸BEGIN QUEST	Medical Bay Murders

Some time after the *Ebon Hawk* docks at the Peragus Mining Facility, you awaken to a whispering voice in your head. After staggering from the kolto tank, head into the laboratory (**Waypoint 1**). and use the terminal to open the nearby storeroom and the morgue across the hall. Those with Treat Injury skill can probe the database to learn they were administered a massive dose of sedatives. But by who?

The plasma torch easily burns through stuck doors.

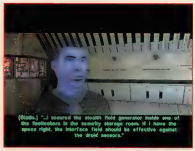
SIDE STEP

There are two bodies in the morgue **(Waypoint 2)**. As you search the farthest one to find a plasma torch, the other body rises and begins to speak. Kreia, the secretive old woman who is destined to be your guide and mentor, has feigned death using a Jedi trance. She isn't strong enough to leave the morgue, and she advises you head out to seek survivors, information, and clothes. Choose your path immediately by responding to Kreia with kindness (light side) or arrogance (dark side).

▸BEGIN QUEST	Recover *Ebon Hawk*

First blood: The damaged mining droids can't withstand a direct hit.

Leave the morgue and use the plasma torch to bash through the broken door. Plunder the bodies in the next room and equip the vibrosword that you find in your alternate weapon slot. Use the vibrosword on the damaged mining droids lurking in the next room, and save the plasma torch for bashing open doors and containers.


(Rodik:) "...I lowered the stealth field generator inside one of the footlockers in the security storage room. If I have the space right, the interface field should be effective against the droid sensors."

Take time to review the miners' logs; their information is key to survival!

The security terminal provides detailed information about the area. The security officer had a plan for dealing with rogue droids: using stealth, he would sneak past them to the main administration console where a hidden switch would cause all droids on the level to shut down. You can implement this plan yourself, using the stealth field generator found in the next room, or you can simply wade in and dismantle the droids with your blade.

...oh you can feel them... the droids you cannot perceive, but the small oscillations of energy... that you can feel... echoing outwards...

Precognition: Kreia teaches you a secret Force power that warns of impending danger.

The hidden switch deactivates droids and unseals the prison door.

Kreia contacts you with the Force as you approach the door leading out of the security office (**Waypoint 3**). With her guidance, you detect the presence of three droids ahead. Using an ion grenade from the security locker, blast the droids and search the footlockers for the stealth field generator. Equip it if you like, then enter the next room. Fight or ignore the droids and check the central console. Activate the hidden switch to open the door to the prison.

▸BEGIN QUEST **Galactic History**

You shut down this cell's security field and I can reroute the emergency systems so we can get to the hangars. We grab a ship, and then we fly out of here.

Atton Rand introduces himself, but he's not ready to join you just yet.

SIDE STEP

Atton Rand has survived the disasters on Peragus thanks to the Force cage he's imprisoned in (**Waypoint 4**). He fills you in on what little he knows and begs to be set free. Whether you respond with friendly (light side) or hateful (dark side) replies, you eventually release him to unlock the emergency functions on the administration console—hopefully he can find a way out.

NOTE

As you discuss the Jedi civil wars with Atton, your responses dictate whether Revan (the protagonist of **Knights of the Old Republic**) was good or evil, male or female.

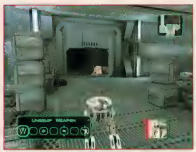
T3-M4 ROLLS OUT

▸BEGIN QUEST **Rescue the Jedi**

When Atton doesn't have any luck with the administration console, examine it yourself. Use the comm channel to contact T3-M4, who is still operational but trapped in the hangar bay. After asking for help, you take control of T3-M4 (**Waypoint** B) and set out to find some way of unlocking the emergency doors that seal off the administration level.

T3-M4's Shock Arm is the perfect tool for defeating droids.

Using T3-M4, search the room for items, then go through the eastern security door. Roll down the ramps, using your Shock Arm to quickly defeat any mining droids, and use the elevator at the end of the ramps to reach the Fuel Depot sublevel.



Use mines to blast through the sealed door.

Battle through the sublevel and carefully search the remains for mines (**Waypoint** F). Take everything you find and return to the hangar bay. More mining droids have gathered, and they have shields. Your Shock Arm can bypass their defenses. Back at the room you started in, look for the sealed door in the northwest. Use one of the mines you found to blast open the door (**Waypoint** G). Enter the room and empty the containers inside; the computer spikes here are needed for your next task.

NOTE

Blast open the sealed door from the inside by using the hangar terminal, but doing so also destroys most of the equipment stored nearby.

Use this terminal to end the lockdown on the administration level.

Go south into the hangar bay, and use the hangar control console and a computer spike to open the door to the Fuel Depot. Check the dock officer's logs while you're here, then head through the door you just opened. Destroy the mining droids in the hallway and go through the elevator at the end. Back in the Fuel Depot, roll down the narrow hall and turn left to find another console (**Waypoint** B). From here you can finally unseal the emergency doors on the administration level, allowing your character to escape. As T3-M4 wheels away from the console, it's struck by a beam of ion energy…someone else is active in the facility.

▸END QUEST	Rescue the Jedi

THE MINING TUNNELS

▸BEGIN QUEST	Rescue T3-M4

Search the containers for a mining uniform and other useful supplies.

Atton warns you of the perils awaiting in the mining tunnels—active mines, rampaging droids, and intense heat to name a few. He gives you a comlink so you can keep in touch, then you head off alone to try your luck in the mining tunnels. Head toward the medical wing and go through the emergency door that T3-M4 opened for you, and ride the elevator down. Before venturing into the tunnels, empty the emergency supply containers and equip everything you find (**Waypoint** H).

If you have the parts, you can program broken droids to fight for you.

A Telos mining shield provides immunity to intense heat.

Continue into the tunnels; with the emergency supplies equipped, your Demolitions skill should be high enough to enable recovery of the mines scattered around. Take the northern passage to find a broken droid in your path; use any parts you've scavenged to activate the droid in patrol mode, sending it ahead to clear a path through the waiting enemies. Follow behind with your sword until you come to a steam-filled tunnel. Atton contacts you by comlink to warn of the high temperatures ahead **(Waypoint 11)**. Equip and activate a Telos mining shield, then dash through the tunnel before the protection wears off. Be careful of the mines waiting at the other end.

Keep going through the tunnels until you reach the central controller. If you have high Computer Use skill, you can reprogram the mining droids on this level to shut down or even attack each other. Those with no skill can still raise the temperature in the area just enough to make you invisible to the droids' infrared sensors, allowing you to attack them with practical impunity **(Waypoint 11)**. After slicing the controller, deactivate the containment fields and scour the area for items and equipment. Then use the elevator in the southeast to enter the Fuel Depot.

THE SONIC SENSOR

▸BEGIN QUEST	Voiceprint Protocol

Objection Master, to coward such an act would be in violation of the strict programming most droids are believed to possess. I'm afraid there is nothing that can be done.
▸Persuade • Sonic Sensor: The last you can mimic voices is pretty impressive. What would it sound like if you did ▸speak the code to the console?

Tricking the droid into imitating the voice code is the fastest way.

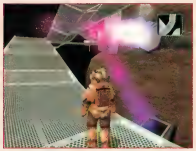
When you step into the Fuel Depot, you are greeted by a mildly rude HK protocol droid. Before talking to it, explore the room across the hall. Search the container here to find a sonic sensor, which works like a voice recorder **(Waypoint 12)**. With this device, return to the HK droid and talk to it about getting into the dormitory section; the airlock leading there is sealed with a voice-recognition code. With high Persuade skill, you can get the HK to pronounce the airlock code while you record it with the sonic sensor. If Persuade fails, then you must compile the code yourself using three recorded holologs. Use the terminal by the airlock, the terminal in the administration security room, and HK's recording of the miner's dying words to assemble the correct voice pattern.

Play back the recording from your sonic sensor for this terminal.

Find a space suit in the locker by the outer door.

With the voice code recorded, head for the maintenance station near the elevator leading back to administration; mark II mining droids block your path, but with the levels you've already gained, they should pose little threat. Play back the voice from your sonic sensor and use the terminal to unlock the airlock seal (**Waypoint** 13). From a safe distance, blast away the mines on the other side of the door, then go through and take the space suit from the locker by the exit. You automatically don the suit when you open the outer airlock door.

›END QUEST **Voiceprint Protocol**



Move quickly past the exhaust ports or you're toast.

Make your way along the exterior catwalk. Atton chimes in over the comlink; look through the windows on the right to see him still waiting for you in the communications blister (**Waypoint** 14). He's sensed the approach of a Republic cruiser, the *Harbinger*. After it docks with the facility, continue to the airlock at the catwalk's end and enter the dormitories.

THE DORMITORY LOCKDOWN

Ion grenades can take out most droids in one blast.

Destroy the mining droids that attack when you enter, then head through the doors. Stop by the workbench on the left; you have probably found at least one ion weapon upgrade—install it on your vibroblade now. The automated fire extinguishers ahead blast you with carbonite beams. Destroy them safely with ranged attacks or ion grenades.

This breath mask proves invaluable during your quest.

Ignore the dormitory entrance for now and head to the cafeteria. Fight the fire-suppression droids, then search the area thoroughly for items (**Waypoint** 15). The breath mask in the kitchen provides poison immunity; put it on and return to the shift assignment console after collecting all the items you can.

›BEGIN QUEST **Turbolift Lockdown**

Use the console in the hallway to disable the ventilation systems.

The hidden compartment only appears if you found the miner's log in the cafeteria.

If you don't have enough Computer Use skill or enough computer spikes to shut down the ventilation system, your breath mask keeps you perfectly safe. End the dormitory lockdown and head inside. Check every room for items and datapads. Use mines to blow open stuck doors. You can find a hidden compartment with a stash of illegal weapons (**Waypoint** 16) if you read the miner's datapad found in the cafeteria. After taking everything, use a console to play back the miners' holo records. Check the transmission from the terminal to learn the override code for the elevator to administration, then head back to the cafeteria.

HK-50's untimely comment gives you a vital clue.

Replay the turbolift console's record logs to learn the ultimate fate of Coorta and his group of rebels. It's clear from the recording that the HK droid you met earlier is to blame for the miners' deaths. Fortunately, its boast reveals that it reversed the turbolift codes; with this knowledge, unlock the console (Waypoint Ⓟ). The correct sequence is:

DORMITORY TURBOLIFT CODE

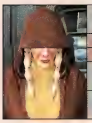
7 5 13 17 3

You can bypass the entire puzzle by smashing or slicing the turbolift console, but you then receive much less experience. Enter the elevator to return to the administration level.

▸END QUEST	Turbolift Lockdown

THE ASSASSIN REVEALED

Kreia greets you when you step off the elevator. She officially joins your party and urges you to make haste to the *Harbinger*. Take a moment to spend her experience points and don equipment, then save your game before heading to the communications blister. Atton has patiently waited for you, and after an awkward introduction with Kreia, joins your party as well (Waypoint Ⓑ).



Kreia

CONSULAR LEVEL 3

VITALITY: 36 | ATTACK STYLE: Ranged

PREFERRED SKILLS: Awareness, Repair, Treat Injury

SPECIAL ABILITIES: Mentor, Force Chain, Force Focus, Dueling

Atton Rand

SCOUNDREL LEVEL 3

VITALITY: 24 | ATTACK STYLE: Ranged

PREFERRED SKILLS: Demolitions, Security, Stealth

SPECIAL ABILITIES: Sneak Attack, Scoundrel's Luck, Survival, Spirit

As the three of you dash for the *Harbinger*, you're interrupted by a familiar figure: the HK protocol droid. With its cover blown, it is revealed to be HK-50, an assassin droid sent to capture you by powerful crime lords. It proudly explains the systematic method it used to murder all of the miners, but it is frustrated that you wriggled free of its trap. You won't escape Peragus without scrapping this droid.

HK-50 BATTLE

The floating mines should be your first target.

If Stun Droid doesn't work, keep trying; you have enough Force points for several tries.

A single ion grenade inflicts tremendous damage.

HK-50 BATTLE

CONTINUED

Avoid HK-50's retributive strike by fighting from a safe distance.

HK-50 Assassin Droid

TAKEDOWNS

- Ion Grenades
- Ion Weapons
- Force Lightning
- Stun Droid

When the battle begins, immediately pause and switch each character to standby mode. This prevents them from dashing headlong into the ring of floating mines surrounding the assassin droid. Equip everyone with ranged weapons and attack the center mines first; when they explode, they take the outer two mines with them.

Concentrate your attacks on HK-50 next. Ion grenades deal the most damage by far, followed by Force Lightning. If you attack with ranged weapons, use the Precise Shot feat. Watch everyone's vitality carefully, and remember that Atton spontaneously heals on his own if he gets knocked out, thanks to his Spirit ability.

When HK-50's health is gone, it begins a three-second countdown. If anyone is close to the droid, get them out of there fast! The assassin droid self-destructs in a damaging explosion; ideally this shouldn't be an issue, since using grenades, Force powers, and ranged weapons is the best way to fight this enemy.

One of the essential HK components is left behind.

After the battle, rifle through the assassin droid's remains. The HK component you find is random, but it's one of four vital pieces needed to activate the secret character HK-47 later on. See the "Friends and Foes" section for more information.

›END QUEST **Medical Bay Murders**

THE *HARBINGER*

The next phase of your quest leads through the *Harbinger*, a huge cruiser with three main decks. Your goal is the aft engine room, where an umbilical connects the Republic ship with the Fuel Depot, allowing you to bypass the containment fields sealing off the hangar bay.

›BEGIN QUEST **Orbital Drift Charts**

The bridge terminal contains vital navigation charts.

Atton mentions one problem with the plan: without accurate charts, navigating the asteroid field is lethal. Head to the bridge first and use the helm terminal to download the needed data (Waypoint ⑫).

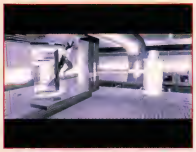
›END QUEST **Orbital Drift Charts**

The invisible killers mentioned in the *Harbinger's* logs make their appearance as you explore the ship. Sith assassins attack in groups of three or four and usually close in from two directions at once. Keep your party in a knot to avoid painful sneak attacks and eliminate closest targets first.

TIP

You can minimize encounters with the Sith by avoiding the dead-end paths on the *Harbinger*, but you'll miss out on valuable items and experience. You should explore all paths and find a good replacement for your miner's uniform.

Repair the medical droid and take it with you for automatic healing during battles.



Head into the crew quarters and check the rooms for items. The second door triggers a latent memory—this was your cabin **(Waypoint 20)**. Take everything and continue on to the medical bay. Search all containers for health items, use chemicals at the lab station, and repair the medical droid for extra protection as you finish exploring. Slaying all Sith here is also made easier by the kolto tank, which instantly restores full health. The next stage of your journey leads to the engine deck.

When Darth Sion appears **(Waypoint 21)**, Kreia departs to confront him alone while you and Atton head for the Fuel Depot. Thankfully, no more enemies attack you on the *Harbinger*. Empty all containers and lockers, then use the terminals to open the access doors to the Fuel Depot.

The Force Chain you share with Kreia has troubling side effects.

ESCAPE FROM PERAGUS

T3-M4 was tossed here after he opened the emergency hatch for you.

Your loyal utility droid, T3-M4, finally joins your party when you enter the Fuel Depot **(Waypoint 22)**. Equip him with any droid items you've found, and bring it up to the party's level. During its earlier solo mission, you saw the power of the Shock Arm; you have many more chances to make use if it.

NOTE

Search the remains lying in the fuel pipe to find a needed component for the docking bay console; you can now make repairs and open the door to the *Ebon Hawk*.

T3-M4

EXPERT DROID LEVEL 3

VITALITY: 30 | **ATTACK STYLE:** Ranged

PREFERRED SKILLS:
Computer Use, Demolitions, Security, Repair

SPECIAL ABILITIES:
Shock Arm, Create Computer Spikes, Mobile Workbench

▸END QUEST **Rescue T3-M4**

You can't shut down the containment field until all mines are disarmed.

Enter all three fuel conduits and disarm the mines. When you're attacked, destroy the maintenance droids first, then take care of the rest. Overconfidence when fighting here can be deadly; while mining droids are usually harmless, these like to hurl grenades. After all mines and enemies are taken care of, ascend the ramp and use the emergency field station to shut down the containment fields (**Waypoint** 23). Dismantle a few droids waiting at the ramp's top, then take a right and return to the docking bay.

If you need spikes to close the decontamination vents, T3-M4 can make them for you.

Head for the docking bay console (**Waypoint** 24) and use T3-M4 to repair it; go through the open door and fight past the mark II mining droids. Clear mines away before descending the ramps, then stop at the decontamination console to shut down the gas vents in the next chamber. Slice open the door (**Waypoint** 25).

You've reached the Ebon Hawk *at last!*

Exploding barrels can destroy several assassins at once.

Some barrels contain sonic charges that stun your enemies.

Scour the hangar for a few last items before you board the ship. You're not safe yet; a squad of Sith assassins storm the hangar. While Atton prepares for takeoff, man the ship's turret and try to gun down as many Sith as you can before they reach the loading ramp. Shoot containers to destroy groups of Sith, and keep your cannon aimed to the left; all the enemies appear on that side. You must fight any Sith who successfully reach your ship, so do your best to bring down as many as possible. After all of the enemies are defeated, the *Ebon Hawk* blasts into space.

SIDE STEP

The *Harbinger* gives chase; you must decide whether to risk collision with the asteroids (light side) or deliberately fire on the fuel-packed asteroids, blowing up the entire colony (dark side). Even if you do your best to avoid it, the *Harbinger*'s wayward guns trigger a massive reaction that destroys everything...except your ship.

›END QUEST Recover *Ebon Hawk*

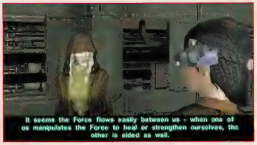
EBON HAWK: INTERLUDE

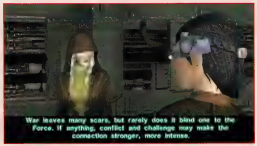
◀◀ *Kreia fills you in on many details of your past.*

SIDE STEP

After making the jump to hyperspace, Kreia reveals herself; she was able to make it on board before the *Ebon Hawk* escaped. With information from her and T3-M4, you piece together the events that happened after you were sedated. Your attitudes about war and sacrifice are tested; your answers reveal your slant toward the light or dark side. After the conversation, Kreia leaves for the Port Dormitory. Atton suggests you follow her for a private discussion.

›END QUEST Recent History

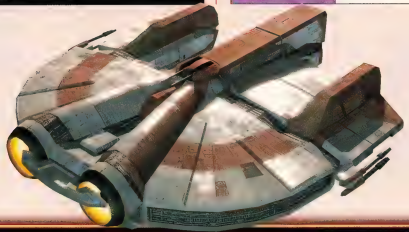

It seems the Force flows easily between us - when one of us manipulates the Force to heal or strengthen ourselves, the other is aided as well.


War leaves many scars, but rarely does it blind one to the Force. If anything, conflict and challenge may make the connection stronger, more intense.

SIDE STEP

Speak more with Kreia to fill in further pieces of the past. By listening to her and pursuing all lines of questioning, you can strongly affect your influence and earn more light or dark side points as well. Kreia also explains the Force Chain that binds you to her; any Force powers used on one of you affects the other. When you're through, return to the cockpit and use the galaxy map to select your next destination, Telos.

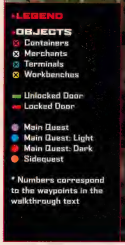
›END QUEST Galactic History

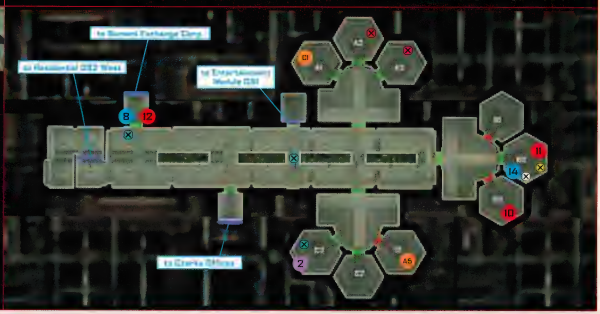


TELOS | AREA OVERVIEW

When the *Ebon Hawk* arrives at Citadel Station, your party is detained by Telos Security Force (TSF). Lieutenant Grenn, under Republic orders, must hold you until questions about the destruction of Peragus can be cleared. Eventually you are released, only to discover that your ship has been stolen! Your search for the *Ebon Hawk* entangles you in the web of factions vying for control of Telos, leading eventually to a perilous trek over the planet's surface and a hidden Jedi academy buried under the polar ice.

MAP 1 | RESIDENTIAL MODULE 082 EAST





CITADEL STATION

Getting around the orbiting city is facilitated by information terminals found in the main concourse of each area. At each terminal you can download an area map or instantly transfer to any other terminal you've visited before.

Download maps or transfer to another area with Citadel Station's terminal system.

This module connects with four other areas: Residential Module West, the Exchange offices, the Czerka Corporation offices, and Recreation Module 081. You need the right connections to enter the Exchange or Czerka domains; this happens in the course of the main quest.

A triad of apartment pods clusters at the east end. Apartment C3 is yours; you can accept incoming calls at the communications console or heal your party with a quick nap. Most of the other apartments are locked; you gain access to these areas later in your adventure, depending on the path you choose. Don't forget to access the central information terminal to download the area map.

NOTE

Try hassling the Rodian thug posted at the door to the Bumani Exchange Corporation. After he makes the deadly mistake of attacking you, return a few more times to meet his nervous replacements. Keep killing them until the post is permanently abandoned—each Rodian is worth a lot of experience points!

Opo Chano sells droid parts and equipment.

OPO CHANO

Visit Opo Chano in apartment B2 to buy droid parts or use his workbench to make item upgrades. Chano plays an important role in your main quest and may not survive for long depending on your choices. He's also the only vendor on Telos who sells computer spikes, so stock up on a few while you have the chance (if you can afford it). He also has a wide selection of droid parts, but since you won't have a droid in your party for some time, these purchases can wait.

If you're caught stealing, expect a fight to the death.

DARK SIDE

Apartment A2 is empty, but if you steal from the footlocker here, the angry schant walks in as you make your escape, and you get the additional reward of slaying another helpless victim. Naturally, such vile deeds carry you deeper into the dark side....

MAP 2 BUMANI EXCHANGE CORPORATION

LEGEND

OBJECTS
- Containers
- Terminals

Unlocked Door

- Main Quest: Light
- Main Quest: Dark

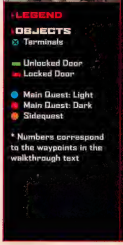
* Numbers correspond to the waypoints in the walkthrough text

SLUSK

The Exchange doesn't need to conceal its offices: most people know better than to get involved with the crime syndicate. Loppak Slusk runs the show here from a secure room behind a gauntlet of Gamorrean guards.

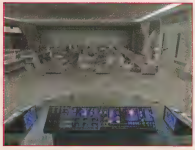
These Gamorreans are eager to add to your body count.

MAP 3 CZERKA OFFICES



B-4D4

Commanding enormous resources of wealth and an army of mercenaries, the Czerka Corporation is determined to cement its grip on the Telos restoration projects. Visitors are greeted by B-4D4, a protocol droid that you can control later if you side with the Ithorians against Czerka.



Czerka Corporation

JANA LORSO

The corporation's chief officer, Jana Lorso, contacts you soon after you arrive. Taking on jobs for her will propel you along the dark side, while light side players will seek to sabotage and undermine Czerka's plans.

Czerka Mainframe

T-1N1

The sealed room beyond Lorso's office houses a computer mainframe and a mildly psychotic utility droid, T-1N1. You meet this droid only if you take the light-side path and work for the Ithorians.

MAP 4 RESIDENTIAL MODULE 082 WEST

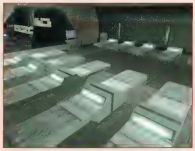
Ithorian Compound

CHODO HABAT

This extension of the residential module is home to the Ithorians, who have been awarded the Republic's contract to head the restoration project on Telos. Their genuine desire to revitalize the lifeless surface of the planet doesn't sit well with other more profit-minded factions that covet Republic funds. The Ithorian leader, Chodo Habat, contacts you as soon as you are freed from the TSF holding cells. If you want to pursue the light side, meet with him and offer your help.

Vivarium

The vivarium nearby displays rare plant specimens imported from other worlds, including a valuable Bachani plant. You can pilfer some leaves from this plant if you get involved with the Smuggling sidequest.



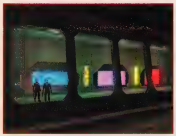
Medical Bay

Opposite the Ithorian compound is a medical facility featuring a lab station and a container of medical supplies. You need a few ranks in computer use to open the container with the nearby terminal. These medical supplies are also used in the Smuggling sidequest.

NOTE

Before you leave Citadel Station, you must have two bio-antidote implants to help you get through the poison-gas vents in the old military base. Kreia's Treat Injury skill should be high enough to make these items at the lab station in the medical facility.

Go to Residential Module East and take the shuttle to reach the Entertainment Module. Here you can find a few merchants, the TSF offices, and access to the Cantina and the Dock Module.



Entertainment Module 081

MAP 5 ENTERTAINMENT MODULE 081

LEGEND

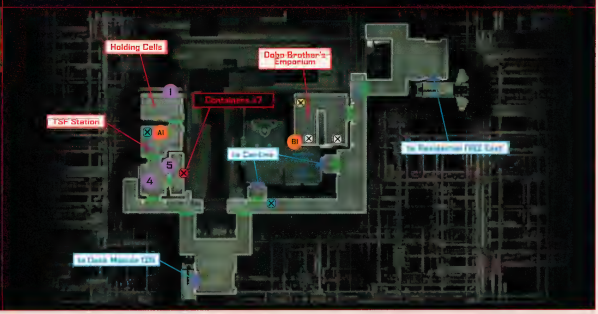
OBJECTS

- Containers
- Workbenches
- Merchants
- Terminals

Unlocked Door

- Main Quest
- Sidequest

* Numbers correspond to the waypoints in the walkthrough text

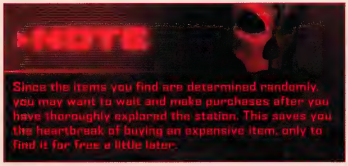


DENDIS DOBO
SAMHAN DOBO

The store here is run by two brothers, Dendis and Samhan Dobo. Dendis, behind the left counter, deals mostly in Pazaak cards. Buy some of his low-numbered cards if you want to build a good Pazaak deck. Samhan, on the other hand, is active in black-market circles and has a wide array of useful inventory.

Samhan Dobo is the hub of Citadel Station's thriving black market trade.

If you complete the Smuggling sidequest for Samhan (see the Sidequests section), he allows you to browse his selection of premium (and illegal) inventory. If you have the credits, you can buy some of the most powerful weapons and toughest armors from him. Completing the Smuggling missions won't affect your light or dark side balance, so explore this option if you want to gain an early advantage in combat. Even if you don't get involved in smuggling, buy equipment from Samhan's regular inventory. Valuable item upgrades can be immediately installed using the nearby workbench.


NOTE
Since the items you find are determined randomly, you may want to wait and make purchases after you have thoroughly explored the station. This saves you the heartbreak of buying an expensive item, only to find it for free a little later.

Farther down the hall, a couple of mercenaries are picking a fight with a hapless Sullustan. You can intervene and fight the mercenaries for a little loot (light side), leave the Sullustan to his fate (dark side), or destroy all three of them (netting both dark and light side points).

Terminal velocity: Expedite your quest with Citadel Station's quick transfer system.

You pass two entrances to the Cantina on the right as you continue down the hall. Check the information terminal by the second Cantina door to download the area map and activate it for quick transit later on.

Farther on, past the shuttle to the Dock Module, are the TSF offices. Speak with the TSF protocol droid to open the armory door and reclaim all your confiscated goods. You can loot the rest of the lockers here for some extra equipment and supplies.

Cold and heartless, droids are perfectly qualified for a career in civil service.

The TSF Security Chief has the impossible job of keeping you from causing trouble.

MAP 6 CANTINA

LEGEND

OBJECTS

Merchants

Main Quest: Light

Main Quest: Dark

Sidequest

* Numbers correspond to the waypoints in the walkthrough text

DOL GRENN

Open the security door here to speak with Lieutenant Dol Grenn. He has a trio of bounties to offer you. See the Bounty Hunting sidequests at the end of this chapter for more information.

Cantina

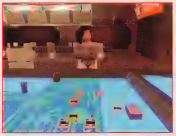
RACE MASTER

The Cantina, while small, is densely packed with games, characters, and information. If you want to try some of the minigames, check the eastern room. Speak with the Race Master to try your hand at swoop bike racing.

Practice runs are free, but if you want to race officially, you must either pay 100 credits or persuade the Race Master to give you a freebie (he gives only one free race). If you beat the record times set by the best racers, you win prizes as shown in the following table:

TELOS SWOOP TRACK RECORDS

Rank	*Racer*	*Record*	*Prize*
1st	Ov Darum	39:77	500
	Galactic Record	37:44	



Game Room

MEBLA DULE

Prefer a nice game of Pazaak? Then talk to Mebla Dule near the long blue table. You can buy cards, play a free game, or place a wager of up to 40 credits. Unless you are experienced, try some friendly games before laying down any credits. You start off with 10 cards, and while it is possible to win with them, your odds are greatly improved by making a few choice purchases. For a truly formidable deck, buy all the +/- cards you can afford.

BENOK

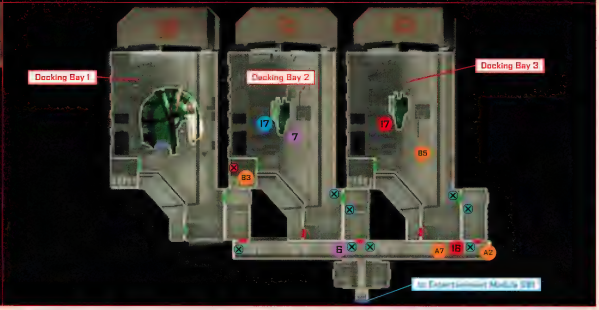
Approach the bar to initiate a dialogue with Benok. He boasts that he is the head of security (that is, top thug) for Loppak Slusk. The introductions are cordial, but when you meet him later, he won't be so nice. After chatting with him, mingle into the crowd to overhear a conversation between a Republic and Onderon soldier. They may not see eye to eye, but their conversation is friendly enough.

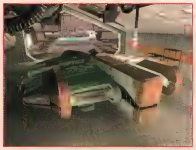
CORRUN FALT

LUXA

There are two other people to meet here. The first, Corrun Falt, is a disgruntled Czerka employee who gives you valuable information later on if you decide to help the Ithorians. The second, Luxa, plays a role in overthrowing Loppak Slusk and will be waiting here when you are ready to take him on. As a Zeltron, Luxa has the ability to read your emotions; tricks like Force Persuade won't work on her.

MAP 7 DOCK MODULE





The Dock Module has three landing bays and a small lounge for the comfort of travelers. Docking Bay 1 on the west once held the *Ebon Hawk* but is empty now that your ship is missing. The TSF soldiers at the door won't let you in. Docking Bay 2 is used by the Ithorians. After siding with them or the Czerka, come here to pick up a newly arrived B-4D4 protocol droid as part of the main quest.

Assassins, smugglers, and murderers all pass through Czerka's docking bay.

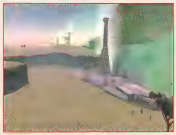
Docking Bay 3 is operated by the Czerka Corporation. A Duros holds the gate here; although he won't let you in, you can get information from him. If you accept any of the Bounty Hunting sidequests later on, return to the Duros for clues about where to find the various fugitives, most of whom are associated with the Czerka Corporation.

After completing your missions on Citadel Station, either the Ithorians or the Czerka Corporation (depending on whether you follow the light- or dark-side path) will allow you to use an orbital shuttle to reach the planet's surface and search for the *Ebon Hawk*.

THE SURFACE OF TELOS

MAP 8 RESTORATION ZONE

Whichever path you chose, you eventually hop aboard a shuttle that is promptly shot down by mercenaries. Fortunately, you crash within the Restoration Zone instead of out in the poisonous wastelands. Unfortunately, the Restoration Zone is crawling with mercenaries and wild cannocks.



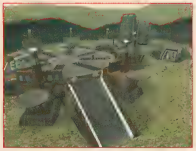
Bao-Dur meets you here and, recognizing you as his former general in the Mandalorian Wars, offers to renew his allegiance. With his help, you can fight your way from the shuttle crash site through hordes of enemies to reach the Czerka Excavation Site on the zone's other side. Investigate all the nooks and crannies for incidental loot.

The ring of mines actually makes the hidden cache easier to find.

The mercenaries have two hidden caches in this area. Each one is protected by a ring of mines, so approach carefully. The first cache is adjacent to the crash site; the second cache is to the south, beyond a deep gorge. Check the map for exact locations.

MAP 9 CZERKA EXCAVATION SITE

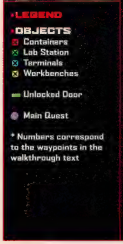
The Ithorians have built an encampment here consisting of several warehouses, processing plants, and a shuttle landing pad. They have been muscled out, however, by a team of Czerka mercenaries. You will probably gain a level or two when you are through fighting them all, and many of them carry useful equipment that you can commandeer.

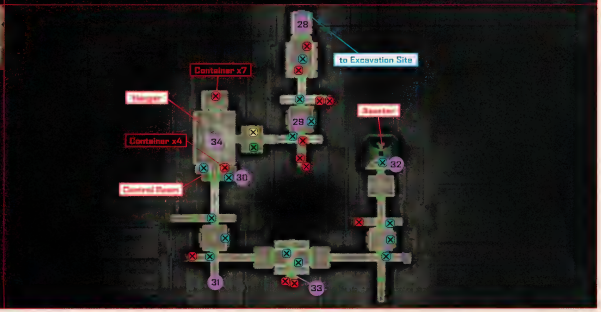


▸▸ *Landing Pad*

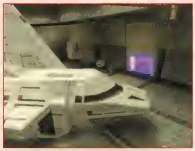
You can't enter any of the buildings here, but the landing pad holds a vital clue to the whereabouts of the *Ebon Hawk*. Along the site's southern rim is a ramp leading down into the next area, the old military base.

MAP 10 OLD MILITARY BASE





Your main quest takes you through this deactivated military base that, despite its disuse, is still protected by tough military droids and poison gas traps. Breath masks or bio-antidote implants are mandatory equipment here until you can deactivate the security system.



Tank Droid

Bao-Dur's Shield Breaker is the only way through these energy fields.

Many passages are blocked by energy fields, but with Bao-Dur's special ability, you can break them down. Eventually you find a shuttle that you can fly to the polar regions, but it's protected by a huge tank droid.

MAP 11 POLAR REGION

LEGEND

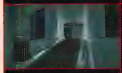
OBJECTS

- Main Quest

* Numbers correspond to the waypoints in the walkthrough text

This massive, featureless plateau of ice is the site of your second shuttle crash. The only thing to do here is survive a battle with a trio of HK-50 assassin droids–no easy feat. The entrance to the hidden Jedi academy is in the mesa's southern half; apart from the assassin droids' remains there is nothing of value here.

MAP 12 TELOS JEDI ACADEMY



LEGEND

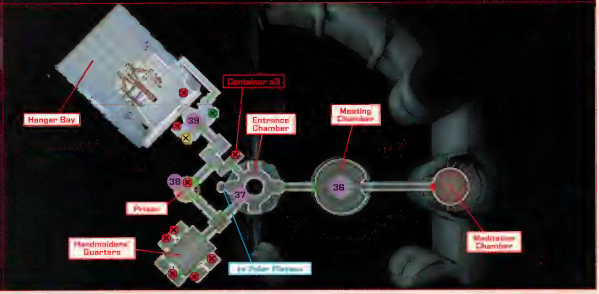
OBJECTS

- Containers
- Lab Station
- Workbenches

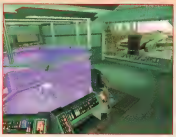
- Unlocked Door
- Locked Door

- Main Quest

* Numbers correspond to the waypoints in the walkthrough text



The Jedi academy is home to Atris and her many handmaidens. She gives you a cool reception and reveals that she was responsible for stealing the *Ebon Hawk*. Eventually she agrees to release the ship, and you are free to explore most of the complex. Some areas, like the meditation chamber on the east, are sealed for now.



The academy's west side is where the action is. You can find Kreia and Atton languishing in the prison area; release them and pay a visit to the handmaiden's quarters in the southwest to find a fair amount of booty. The hangar is in the northwest and features both a workbench and a lab station for item tinkering. You also reunite with T3-M4 here. Most importantly, you finally recover the *Ebon Hawk*. Once aboard, you are free to continue your journey across the galaxy.

MAIN QUEST PATH

Your main goal on Telos is to make your way to the distant polar regions where Atris has built a hidden Jedi academy beneath the ice. This is where you find your stolen ship. However, first you must forge an alliance with one of the groups on Citadel Station to obtain shuttle transport to the surface.

ARRIVAL AT CITADEL STATION

When you arrive at Citadel Station, Lieutenant Dol Grenn of the Telos Security Force detains the *Ebon Hawk* for inspection and decontamination (I&D).

›BEGIN QUEST ***Ebon Hawk*'s I&D**

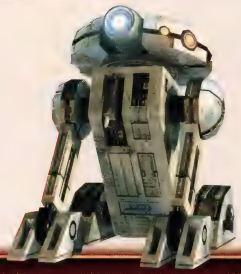
›BEGIN QUEST **Arrested!**

You are stripped of all your possessions and thrown into a holding cell (**Waypoint** 1). While Atton and Kreia offer competing plans for what to do next, the conversation is interrupted by a rude assassin who's come to collect the Exchange's bounty on Jedi. You can't talk your way out of fighting him, so go ahead and be bold. Even though you are unarmed, you still have full use of your Force powers and can take down the assassin easily.

›SIDEQUEST **False Batu**

When the battle is over, Lt. Grenn arrives and demands an explanation. The assassin, who called himself Batu Rem, is actually an impostor. You can find out more about the assassin if you undertake the bounty hunter sidequests. When the TSF realizes that you were acting in self-defense, they decide to transfer you immediately to a more genteel confinement in the Residential Zone (**Waypoint** 2). Technically you are still under arrest and Lt. Grenn warns you not to leave Citadel Station until a Republic ship arrives to take you into custody.

›END QUEST **Arrested!**



CHOOSING SIDES

The Ithorian herd's gentle nature leaves them completely helpless, unless you protect them.

▸BEGIN QUEST **The Caller**

Before you can leave the apartment, you get two incoming calls on the communications console. The first is to announce an Ithorian visitor by the name of Moxa. Agree to speak with him, and he enters to explain that the Ithorian leader, Chodo Habat, wishes to meet with you. If you want to follow the light-side path, tell Moxa that you will stop by the Ithorian compound.

Chodo can always be found at the back of the Ithorian compound.

After taking the second call, exit the apartment and head over to Residential Module West. Enter the Ithorian compound on the hall's south side and head for the back room where Chodo Habat awaits (**Waypoint**). To complete this quest, simply talk to him and either accept (light side) or refuse (dark side) his plea for help against the Czerka.

▸END QUEST **The Caller**

If you have a conscience, avoid any dealings with the Czerka Corporation

▸BEGIN QUEST **Czerka Calling**

The second call is from the B-4D4 protocol droid at the Czerka Corporation. His boss, Jana Lorso, also wants to recruit your assistance regarding the restoration project on Telos. Agree to talk with her. When you leave the apartment, head left down the hall to find the Czerka offices next door. B-4D4 recognizes you and announces that Jana Lorso can be found at the back of the office complex (**Waypoint**). Head through the conference room beyond the reception desk to find Jana and speak with her. This completes the quest, whether or not you decide to work for her.

▸END QUEST **Czerka Calling**

Jana Lorso is proof that crime does pay.

STRANDED ON CITADEL STATION

▸SIDEQUEST **High Stakes**

This Bubotian here had a few things to say about us that we didn't take to so well. We're just trying to work out our differences.

If you hurt a mercenary's feelings, he won't be your friend.

After speaking with the Ithorian and Czerka leaders, it's time to get your equipment out of impound. Travel to the Recreation Module, exploring sidequests along the way. Enter the TSF offices at the west end (**Waypoint**).

The TSF impound lockers are ripe for the picking.

›BEGIN QUEST ***Ebon Hawk* Stolen!**

The TSF protocol droid has stunning news: The *Ebon Hawk* is missing! He suggests that you get in touch with the Exchange to learn more. The good news is that all your belongings are still secured in the armory lockers, and the droid opens the door so you can reclaim your stuff. Empty all the TSF lockers in the armory and add to your arsenal (**Waypoint** 5).

›END QUEST ***Ebon Hawk*'s I&D**

If it's this easy for you, no wonder Batu Rem was able to break in.

›SIDEQUEST **TSF Bounty: Batano has Vanished**

›SIDEQUEST **TSF Bounty: Escaped Criminals**

Before you leave, you can open the security door to the north and talk to Lt. Grenn. He lays out three bounties for you. Refer to the Bounty Hunter sidequest below for further information.

›BEGIN QUEST **New Fuel Source**

You can also discuss with Lieutenant Grenn the fuel supply problems on Citadel Station resulting from the destruction of Peragus. If a new source of fuel can be found, Lieutenant Grenn would definitely be interested. You have the opportunity to pursue this matter later on, when you get to Nar Shaddaa.

DROID DELIVERY

Practice using Force powers, melee attacks, and ranged attacks simultaneously in battle.

›BEGIN QUEST **Replacement Restoration Droid**

Whether you've decided to work for Chodo Habat or Jana Lorso, your next destination is the same: the Dock Module. From the Recreation Module, hop a shuttle to the Dock Module and speak with the Ithorian at the desk outside Docking Bay 2 (**Waypoint** 6). When he opens the door, move in and use the airlock terminal to open the hangar gate. Inside you find the protocol droid you've been sent to collect, along with a very nervous lone TSF escort (**Waypoint** 7). The conversation is cut short when five unnamed thugs stride in to spoil the party. You're outnumbered, but these enemies aren't very strong. Assign each of your characters a thug to fight, and when the first three have gone down, you can gang up on the remaining two. After the battle, you automatically receive an illegally modified blaster carried by one of the thugs. Take the blaster to Lieutenant Grenn to begin the Suspicious Goods sidequest, or claim your own piece of the action by taking the blaster to Samhan Dobo and embarking on the Smuggling sidequest.

›SIDEQUEST **Suspicious Goods**

›SIDEQUEST **Smuggling**

The fate of Telos' restoration project depends on where you take this droid.

You're now free to continue your mission. Talk to the protocol droid and choose to take him either to the Ithorians or to the Czerka Corporation, depending on the path you have taken. The scene automatically shifts to the destination you have chosen.

▸END QUEST **Replacement Restoration Droid**

At this point, your path diverges. To follow the light side, talk more with Chodo and ask what else you can do to help. To follow the dark side, offer your help to Jana Lorso. Whichever path you choose, you end up receiving your first lightsaber component and a shuttle ride down to the planet's surface.

ITHORIANS AND THE EXCHANGE

This Rodian probably has the most dangerous job on Citadel Station.

▸BEGIN QUEST **Ithorian Diplomacy**

After bestowing you with a pair of insulator gloves in reward for escorting the protocol droid, Chodo tells you of the problems he's having with Loppak Slusk, the Exchange boss. He asks you to somehow arrange a meeting with Slusk and try to put an end to the harassment. The Bumani Exchange office is in Residential Module East. Go there and talk to the thug by the door **(Waypoint)**.

Luxa is your only hope of getting an appointment.

He rudely dismisses you since you don't have an appointment but hints that you might be able to arrange a meeting by talking with Slusk's second, Luxa. You can find her at the Cantina in Entertainment Module 081, so go there now.

Luxa seems respectful, but she'll say anything to manipulate you. Don't trust her.

Kreia interrupts the journey to express her misgivings about becoming tangled in the Ithorian's affairs. After the conversation, use the information terminal to make a quick transfer and enter the Cantina. Target the patrons until you find Luxa; she's the pink woman standing near the bar **(Waypoint)**. Talk to her and choose the following dialogue options:

- **What do you want?**
- **I'm not looking for trouble.**
- **What does this have to do with me?**
- **I was, but not anymore.**
- **I'm capable, yes.**
- **How would this work?**
- **It's a deal.**

Gamorreans don't ask questions or waste time with threats.

Now you can return to the Bumani Exchange office and gain access. Talk to the guard and tell him Luxa sent you. He opens the door for you and departs with a warning. Enter and speak with Vula, the receptionist **(Waypoint)**. Another bureaucratic hurdle! If you have enough Persuade skill, you can convince her to let you by; otherwise, she summons a quartet of Gamorrean guards for you to fight.

When you're in, head through the door on the right. Slusk and his entourage confront you here. After a short exchange of threats, he escapes into his office and leaves you to fight Benok (who you met earlier in the Cantina) and four other mercenaries. Concentrate your attacks on Benok first, then mop up the rest. When the fray is over, search Benok's remains to find his modified gold blaster and equip it on Atton. Save your game and bash open the locked door to continue the quest.

Exchange thugs are often willing to betray their masters in exchange for their lives.

More Gamorreans wait here, but fortunately they are on Luxa's side. Talk with the Gamorrean boss by the door and he lets you through before fleeing the scene. Slusk sends a pair of bodyguard droids to deal with you. Fight them with ion weapons if you have them; Force Lightning also works very well here. Now that you've cleared away his troops, go through the last door.

Isolate Slusk with covering fire while you close in for the kill.

Slusk is cornered and has nowhere else to run. To complicate matters, Luxa and her three Gamorreans show up (**Waypoint** 11). You end up fighting both Slusk and Luxa; choose passive options during the conversation and you can battle them separately. If you choose aggressive options, you must fight them at the same time. Luxa is a tough opponent, but Kreia's Force powers can weaken her so much that she won't stand a chance. After slaying her and the Gamorreans, Slusk makes one last attempt to talk you out of killing him. You can let him live, but you won't get dark side points for finishing him off, so you might as well. If you choose to fight, have your main melee character run around the desk to battle in close quarters while the other two party members take out the turrets on either side of Slusk's desk.

Help the Ithorian rejoin his Herd for light side points.

LIGHT SIDE

Before you leave, check the bodies for equipment. You can find an Exchange negotiator on Luxa's remains while Slusk has a Systech aural blaster that makes a fine weapon for Kreia. Open the footlocker against the wall for some extra loot. Before you go, use the security terminal, access the remote camera controls, and check on the holding cells (Waypoint 12). Earn a light side bonus by deactivating the energy field and releasing the imprisoned Ithorian.

When you've taken everything, save your game and head back to the Ithorian compound to report to Chodo Habat.

▸END QUEST	Ithorian Diplomacy

THE SPY DROID

The scoundrel is impressed with your diplomacy.

▸BEGIN QUEST	Czerka Mainframe

▸BEGIN QUEST	Crafting a Lightsaber

In thanks for your help, Chodo gives you a lightsaber emitter fixture. With an energy cell and a focusing lens, the emitter is one of three essential components needed to make your own lightsaber later on.

For his final request, Chodo asks you to somehow hack into the Czerka mainframe and obtain records that reveal their corruption and Exchange ties; Chodo can use this to end their meddling and ruin their reputation with the Republic. To begin, suggest trying to bribe a Czerka employee. Chodo is reluctant, but you can Persuade him to give you 500 credits to use as leverage; he also hints that a good bribe target can be found at the Cantina, so head there next.

Corrun is under a lot of stress, and it shows.

At the Cantina, find Corrun Falt by the stage (**Waypoint** 5). Talk to him and choose these responses:

- **What can you tell me about Czerka?**
- **Tell me about Czerka.**
- **How do you think she'll mess up?**
- **Maybe I can help you.**
- **There are some files I'd like to get my hands on. Files I imagine wouldn't make her look good if they went public.**
- **I'm just looking for some dirt, that's all.**
- **So how do I get in?**

At this point, Corrun Falt is willing to accept the bribe, but you can try to Persuade him to take less than 500 credits (or even to help you for free). He says that B-4D4, the Czerka protocol droid, can get into the mainframe if you gain control of him somehow. To do this, you must obtain maintenance credentials from Opo Chano in apartment B2.

Go back to Residential Module East, visit Opo Chano, and tell him you need his credentials (**Waypoint** 6). He won't part with them easily, however. You can threaten or even destroy him to get what you need, but this will earn you dark side points. You can avoid this by paying off his 2,500 credit debt to the Exchange either with your own money or, even better, by going back to Chodo Habat and getting the credits from him.

When Odo gives you the credentials, go to the Czerka offices and talk to B-4D4 (**Waypoint** 16). Tell him to come with you and show the credentials to force his compliance.

You are automatically transported back to the Ithorian compound, where Chodo Habat installs some modifications on B-4D4. Now controlling B-4D4, return to the Czerka offices and talk to Jana Lorso (**Waypoint** 16). She opens the mainframe door for you.

A suspicious T1-N1 droid questions you, but succumbs to B-4D4's relentless logic and heads off on a senseless trigger-happy rampage. With this diversion, you can access the mainframe terminal and download the records you need as well as erase all the information tying you to Czerka. Return with the information to Chodo Habat.

>END QUEST **Czerka Mainframe**

Chodo's shuttle awaits you in docking bay two.

Chodo finally tells you about Bao-Dur, a soldier on the planet's surface who can help you track down the missing *Ebon Hawk*, and offers the use of the Ithorian shuttle to take you to him. As you make your way back to the Dock Module, you receive an urgent message from Chodo Habat's assistant Mozo: the Ithorians are under attack!

>SIDEQUEST **Ithorians Under Attack**

You can go back and save them if you wish, or leave them and go to the Dock Module to take the Ithorian shuttle down to the surface (**Waypoint** 17). Refer to the Ithorians under Attack! sidequest for more information.

ASSASSINATE LOPPAK SLUSK

Jana Lorso doesn't mince words.

BEGIN QUEST **The Exchange**

Talk to Jana Lorso and she asks you to perform a bold task: eliminate Loppak Slusk to eliminate Exchange interference on Telos. She adds that you can gain entrance to the Exchange offices by talking to Luxa, Slusk's second, at the Cantina.

BEGIN QUEST **Luxa & Loppak**

BEGIN QUEST **Arms Dealing**

Luxa is stronger than any man in the Cantina, and fiercely proud of it.

Find Luxa by the bar in the Cantina (**Waypoint**). She agrees to get into the Exchange, but only if you pass a couple of tests for her. The first job is an illegal arms deal; she wants you to go in her place. It sounds like a setup, but you don't have any choice. Luxa gives you a case of weapons and tells you to go to the medical unit in Residential Module West to receive a call that provides details of the deal.

Sometimes walking into a trap is the fastest way to strike at your foes.

Go to Residential Module West and head for the communications console in the back (**Waypoint**). Accept the call and a mysterious voice instructs you to go to apartment B3…and to go alone. This means you must use the Party menu to remove Kreia and Atton; using Solo Mode isn't good enough. If you go to apartment B3 with anyone else in the party, no matter how far away they are, the arms dealers won't let you in.

Negotiate new terms with the arms dealers.

Once inside, the door slams behind you (**Waypoint**). The dealers arrive a moment later. At first, the deal seems to go off without a hitch; but at the last minute, they decide to double-cross you and you must fight. The instant the battle begins, enter the menu and reassign Atton and Kreia to your party to help out. The three of you easily dispatch the thugs. When the job's done, return to the Cantina, and talk to Luxa to complete the quest. You can hand over the 500 credits you received from the arms dealers; but why not keep it for yourself?

END QUEST **Arms Dealing**

BEGIN QUEST **Opo Chano**

If you work for Jana Lorso, Opo pays the ultimate price.

Luxa's next job involves an outstanding debt of 2,500 owed the Exchange by Opo Chano, the droid technician who lives in apartment B2. Return again to Residential Module West and enter Opo Chano's apartment (**Waypoint**). Tell him you're there to collect; since he doesn't have the money, you have little choice but to slay him. You could also rescue him by paying off the debt or help him escape Citadel Station; these actions earn you light side points, however. Afterward, return to the Cantina and give your report to Luxa.

END QUEST **Opo Chano**

Force Persuade eliminates the need for an appointment.

At last, Luxa agrees to set up a meeting with Loppak Slusk. Head for Residential Module East, and talk to the thug by the door (**Waypoint**). Tell him Luxa sent you, and he lets you in before departing with a warning. To go any farther, you must deal with Vula, the receptionist (**Waypoint**). You can try to Persuade her to open the next door; if you fail, she summons a squad of Gamorrean guards to deal with you. Slaughter them and proceed through the next door on the right.

Slusk and his minions are here. After a few insults, the Exchange boss retreats to his office and leaves his cronies to battle for him. Concentrate your attacks on Benok first (you met him earlier in the Cantina, remember?) before dealing with the weaker thugs. Scavenge any goods left behind after the battle, then bash down the door Slusk fled through. Three Gamorreans are here, but fortunately they're on Luxa's side. Talk to the Gamorrean boss by the door and he lets you into Slusk's inner sanctum.

Slusk makes a few feeble attempts to parley for his life, but when Luxa shows up, there's no option left but to fight (**Waypoint**). Avoid overly aggressive responses here, or you have to fight Slusk, Luxa, and Gamorreans all at once. It's much easier to defeat Slusk first; he's defended by turrets on either side of his desk, but ignore them and concentrate on the Exchange boss. When he drops, the turrets deactivate.

Stun Luxa with critical strike, then take your time.

Finally, Luxa reveals her true colors by confessing that she never knew where your ship was; now you must fight her as well. She's a little tougher than Slusk, but concentrated attacks take care of her in short order. When the carnage is done, search the entire office for valuables and return to Czerka.

END QUEST **Luxa & Loppak**

END QUEST **The Exchange**

THE EXCHANGE COUNTERATTACKS

BEGIN QUEST **Czerka Under Attack**

Melee attacks get a bonus if your target has a ranged weapon.

Unfortunately, getting to Jana Lorso won't be easy. The mercenaries hired by the Exchange, now out of work, have stormed the Czerka offices and have taken over the show. Carefully battle your way through their ranks, taking care that no member of your party runs off alone (**Waypoint**). Between skirmishes, retreat and take time to save the game and heal yourself if needed. As always, don't hesitate to augment your combat skills with both offensive and defensive Force powers or with adrenal stims. After slaying all the mercenaries and relieving their bodies of any valuables, you can finally meet with Jana Lorso and complete the quest. If you ask for payment, she gives you 800 credits. Talk to her again and she arranges a shuttle for you to take down to the planet's surface. It's waiting for you in Docking Bay 3, so go there and talk to the Duros (**Waypoint**).

END QUEST **Czerka Under Attack**

Ah, yes. There is one other small matter. Executive Lorso sent this for me to give to you in additional thanks for your assistance.

Jana Lorso is very polite and generous for an evil corporate executive.

The Duros gives you a final gift from Jana Lorso–the lightsaber emitter fixture. With an energy cell and a focusing lens, the emitter is one of three essential components needed to make your own lightsaber later on.

He opens the door for you, and you can finally board the shuttle and escape Citadel Station **(Waypoint 17)**.

NOTE

Before you take off, pay a final visit to the Dabo brothers and make some final purchases. You won't have another chance to buy items for a while.

TELOS RESTORATION ZONE

Whatever path you choose, you end up taking a shuttle down to the surface. Incoming flak from the Czerka installation slams into your craft and you crash just inside the western border of the Restoration Zone. You are greeted by a muscular Zabrak with a cybernetic arm who introduces himself as Bao-Dur **(Waypoint 18)**. His array of skills and his ability to shatter energy barriers will be necessary in the upcoming areas, so you must leave either Atton or Kreia behind. The choice is yours, but we recommend taking Kreia so that you can benefit from her array of Force powers.

BAO-DUR

TECH SPECIALIST LEVEL 6

VITALITY: 48 | **ATTACK STYLE:** Melee

PREFERRED SKILLS:
Computer Use, Security, Repair, Demolitions

SPECIAL ABILITIES:
Shield Breaker, Repulsor Strike

Bao-Dur starts off with no equipment at all. Outfit him with any spare armor and your best ranged attack weapon, but leave his other weapon slots empty so he can fight bare-handed. Strip Atton of his armor or equipment if you need to. To complete your preparations, take some time to level up your new companion. See Bao-Dur's profile in the "Friends and Foes" section for advice on how best to spend your skill points and feats.

Always recover mines in solo mode to keep your friends out of harm's way.

Next to the shuttle's wreckage is the first of two hidden caches left by the mercenaries **(Waypoint 19)**. It's protected by a ring of mines, but Bao-Dur's Demolition skill is high enough to recover the mines safely.

Hone your abilities on the willing Cannocks before moving on.

After taking the loot, head east into the open field where a few cannocks are grazing **(Waypoint 20)**. You encounter a lot of these beasts in this area, so take time to get a feel for their strength. They are aggressive but not too strong–fight every one you meet for valuable experience points.

Gang up on mercenaries one at a time; don't spread yourself thin.

Head south to find a narrow canyon mouth blocked by a mercenary patrol **(Waypoint 21)**. Save your game before rushing in to do battle. Many of the mercenaries in this area use shielding to protect them; Bao-Dur can smash these shields with his fists while your character battles the unshielded enemies and Kreia provides Force support from the back ranks.

Lure enemies around the corner and then ambush them at close range.

Beach these cannocks for experience and items.

Continue through the canyon to emerge on the beach. Another mercenary squad is camped in the open ground to the south (**Waypoint** 23). You can skirt around them by hugging the shore and cliffs, battling cannocks and collecting items as you go. You don't have to battle the mercenaries, but they are worth a lot of experience and provide excellent battle practice. It's best to approach from the south, from behind the cover of the rocky spires that jut from the plain. Save your game and use Force power enhancements before you move in.

There are two lootable targets in this cache.

When the dust settles, check all the bodies for valuables and move southwest to the dead end where you find the second mercenary cache (**Waypoint** 23). Bao-Dur can clear away the mines that block your access.

Snipe the turrets before clearing a safe path.

When you have everything, head toward the exit in the southeast. A dense mine field surmounted with automated turrets stands in your way (**Waypoint** 24). If Bao-Dur tries to clear the mines, the turrets cut him down, so take out the guns first from a distance with ranged weapons, ion grenades, and Force powers. Do not try to rush through the mines–there are a lot of them and you might not make it to the hilltop. When the guns are destroyed, carefully recover the mines and ascend the slope to the next area.

CZERKA EXCAVATION SITE

Use guaranteed damage attacks like Force Lighting to defeat the droid master.

Destroy the sentry droid that guards the valley entrance, then head forward to meet the mercenary droid master and a pair of warbots (**Waypoint** 25). She's the one who's been laying these traps for you, and she's here to make a final stand. She uses a shield as combat starts, so have Bao-Dur rush in to use his shield-breaking ability on her while your character and Kreia concentrate on the warbots. Don't worry about taking damage from the mines here; you need to close the distance as quickly as possible. If you're carrying grenades, have each character toss one as their first action. After the battle, take time to heal yourself and save before rounding the next corner where the toughest battle yet awaits.

Force Lightning can bypass the mercenary's defenses.

The mercenary commander here is extremely strong and protected by an energy shield. After a verbal exchange, the battle begins (**Waypoint** 26). Equip energy shields of your own and use them immediately, then send Bao-Dur in to smash the enemy's shields. Kreia should attack with mind-affecting Force powers like Horror while you go after the unshielded mercenaries. If you brought Atton along, have him hurl grenades from a distance before you close in, then switch to your best blaster.

Take the high ground to secure the excavation site.

There are still several more mercenaries around, so make sure nobody runs off to continue the fight after you defeat the commander. Back off and take time to heal and save the game before pressing on. When you're ready, enter the compound and take out the mercenaries on the ground before ascending to the landing pad where a final knot of enemies await **(Waypoint 74)**.

Bao-Dur discovers an anomalous energy source in the distant polar region.

When the area is secure, approach the terminal here; Bao-Dur discovers a mysterious energy trace coming from the polar region. This is where your ship has been taken, but you need another shuttle to get there. To find one, head south to enter the old military base.

THE OLD MILITARY BASE

Breath masks and bio-antidote implants make your team immune to poison.

To protect everyone from the poison gas traps here, equip the bio-antidote implants you made on Citadel Station and the breath mask left over from Peragus. Also equip any ion weapons you have; this facility is crawling with military droids.

When you're ready, approach the energy barrier and Bao-Dur demonstrates his shield-breaking ability **(Waypoint 75)**. Four turrets spray blaster bolts at anyone entering the next room; instead of fighting them, quickly run up to the terminal between them and use it to deactivate the defense system and download a map.

Close with military droids to avoid their thrown grenades.

Break through the next energy barrier to encounter a group of Telos military droids. These are fairly strong, so watch your health closely. Force Lightning works very well here. In the next room, use the terminal **(Waypoint 76)** to open the door and continue on to battle more droids and turrets, making sure to save your game between encounters. Check all the dead ends as you go to search for scattered loot; you can find an Aratech droid oxidizer that you should immediately equip.

Breathe easier after you disable the gas vents with this terminal.

Just beyond the room with a workbench and lab station, you find a shuttle. You must open the hangar doors and find the shuttle's ignition codes to take off, so continue south to explore the rest of the facility. Behind the energy barrier is a security terminal you can use to deactivate the poison gas vents **(Waypoint 77)**. Empty the lockers and check the room across the hall. The hangar terminal is off-line due to a reactor shutdown, so leave and go south to find the reactor controls.

SIDE STEP

Fight your way through another squad of droids until you reach a lone Twi'lek who has somehow survived the security lockdown **(Waypoint 78)**. You can offer to rescue him (light side) or cruelly slay him (dark side). If you decide to help, he tags along until you can escape.

No extra charge: Military droids explode when you overload their circuits.

Continue east to find a droid-recharging station. Defeat the enemies here and use either terminal to overload the recharging stations and destroy the droids inside, then move on.

Follow the passage as it bends north, clearing out any droids that try to stop you, until you reach the reactor control terminal (**Waypoint** 88). When you bring the reactor online, three events occur. First, four turrets in the room behind you activate and attack. Second, the sealed door in the droid-recharging station opens. Third, a gigantic tank droid is released into the shuttle hangar.

Search the footlocker to find shuttle ignition codes.

Take out the four turrets and go back to the recharging station. Enter the room on the north and pass through the next door to find a footlocker containing a datapad with the shuttle ignition codes (**Waypoint** 89). Continue back to the shuttle hangar and save your game before entering to do battle with the mighty tank droid (**Waypoint** 88).

TANK DROID BATTLE

Kreia prescribes Force Lightning, and lots of it!

Ion enhancements give your weapons the power to carve droids to scrap.

TANK DROID

TAKEDOWNS

- Bao-Dur's Repulsor Strike
- Force Lightning
- Stun Droid
- Ion weapons
- Aratech droid oxidizer

The tank droid is a gigantic, lumbering machine that attacks with grenades and a flamethrower. Keep your party members separated during this fight to minimize grenade damage. Like all droids, he is vulnerable to ion weapons and electrical attacks, so equip any ion-enhanced weapons you have before the battle.

Before you attack, activate energy shields for every member of your party to protect against the tank droid's powerful flamethrower. Bao-Dur's Repulsor Strike deals good damage, especially if you boost him with adrenal strength stims beforehand. Force Lightning is also very potent. In this battle, it's best for you to concentrate on healing and support while your companions focus on dealing damage. If you didn't bring Kreia along to cast Force Lightning and Stun Droid, this burden falls on you. Let Atton throw ion grenades and equip him with the Aratech droid oxidizer so he can attack from a distance.

Consulars should keep their distance from the tank droid until the fight is over.

With the tank droid defeated, search the room he emerged room to find several containers full of useful equipment. Then use the hangar control terminal to open the shuttle bay doors. You can finally take off to see what lies in the frozen polar region.

POLAR REGION

HK-50 assassin droids are still hot on your trail, and they prepare an ambush to welcome you to the icy mesa. Once again, your shuttle is blasted from the sky; Bao-Dur is knocked unconscious; replace him with Atton.

Focus your attacks on each assassin droid in turn.

When you crawl from the burning wreckage, a trio of HK-50s confront you **(Waypoint 28)**. While tough, they aren't much worse than the military droids you were fighting earlier. Concentrate all your firepower on taking them down one at a time. When the battle is over, search each droid's remains for a few valuable bits of droid equipment, then journey south to find the underground complex's entrance. Unfortunately, you have no choice but to leave Bao-Dur behind for now.

ATRIS' JEDI ACADEMY

A few handmaidens arrive to investigate the crash site while you find yourself confronted by more handmaidens who take you into custody. Kreia, Atton, and Bao-Dur are thrown into holding cells (again!) and spend their time in a sinister conversation where Kreia bores into Atton's mind and finds dark secrets lurking there.

Atris taunts you with your own lightsaber.

BEGIN QUEST **Lost Jedi**

The scene shifts to the meeting chamber where you have a long conversation with Atris **(Waypoint 35)**. Your attitude here can shift you strongly toward the light or dark side, so choose your responses carefully. She has your old lightsaber, but nothing you can say will convince her to give it to you.

Your destiny causes ripples, affecting even those you have never met.

After the conversation, explore the academy and search for your friends. Take time to question the handmaidens to learn about the academy and gain a nice experience point reward.

If she falls for you, her fate becomes tied to yours.

SIDE STEP

In the entrance chamber you will find the "last" of the handmaidens; look for the girl who isn't wearing a hood **(Waypoint 37)**. Indulge in conversation with her to further shift your character toward the light or dark side.

NOTE

If your character is male, the handmaiden will be waiting for you on the Ebon Hawk when you depart. If you are playing a female, this won't happen, but you can recruit the disciple later on.

Locate your companions in the holding cells on the academy's west side (**Waypoint**). Send one away to await you on the ship; it's best to take Bao-Dur with you so he can open locked containers with his security skill. You can find a lot of these in the handmaiden's living quarters to the southwest. When you're through searching, head northwest to finally reunite with T3-M4, who's held behind a containment field (**Waypoint**). With your party now assembled, board the *Ebon Hawk* to continue your journey.

›END QUEST	***Ebon Hawk* Stolen!**

SIDEQUESTS

There are a number of sidequests you can undertake on Citadel Station for extra items, experience, and light or dark side points. Most of these involve Lieutenant Dol Grenn, who can be found in the TSF security offices in Entertainment Module 083.

A: BOUNTY HUNTER MISSIONS

Talk to Leiutenant Dol Grenn and ask if there's any work you can do (**Waypoint**). He lists three bounties that he's seeking help with. Since you're a newcomer to Citadel Station and not officially affiliated with the TSF, potential witnesses are more likely to speak with you. In addition, your Persuade skill can convince even the most reluctant beings to cough up valuable information.

›BEGIN SIDEQUEST	**Batano has Vanished**

The trail to Batono starts with this Twi'lek guard.

DARK SIDE

The first bounty involves a Czerka employee by the name of Batono. He works as a dock manager for the Czerka Corporation, so begin your quest by heading to the Dock Module and speaking to the Twi'lek guard by the door to Docking Bay 3 (**Waypoint**). He's not very helpful but suggests you take the matter up with Juna Lorso, the Czerka executive in Residential Module East. Earn a dark side bonus by threatening the guard, but he won't give you any new information.

From there, head to the Czerka offices in Residential Module East and talk to Jana Lorso **(Waypoint 43)**. Ask her about Batono; she admits that he was a Czerka employee and asks you to report back to her if you find him. From her veiled threats, it's clear Batono has incriminating evidence tying Czerka to the weapon smuggling that's occurring on Citadel Station, and she has no intention of letting him live long enough to make a report to the authorities. She directs you to the Ithorians for more information.

Chodo should have known better than to lie to a Jedi.

SIDE STEP

Travel to Residential Module West and enter the Ithorian compound **(Waypoint 44)**. Talk to Chodo Habat about Batono and Persuade him to divulge the fugitive's whereabouts. He reveals that Batono is safely hidden in apartment C1 and gives you a passkey so you can enter. When he asks your intentions, you can promise to keep Batono's secret (light side) or lie if you intend to turn Batono over to the Czerka (dark side).

SIDE STEP

Return to Residential Module East and head for apartment C1 **(Waypoint 45)**. Enter using the passkey Chodo Habat gave you to meet Batono. You have several options at this point. You can reassure Batono, promising to protect him if he testifies against Czerka; you must then battle a few mercenaries waiting outside the apartment in order to escort him safely back to the TSF offices where Lieutenant Dol Grenn awards you the 300 credits assigned to this bounty. If you threaten to reveal Batono's location to Czerka, he offers you 500 credits to keep quiet; if that fails to buy your silence, he attacks. Finally, you can falsely promise to keep him safe, then betray him by returning to Jana Lorso and telling her all you've learned. Naturally, the last two options propel you down the dark side of the Force, while a magnanimous rescue raises you to the light side. Any of these actions ends the quest.

END SIDEQUEST Batono has Vanished

BEGIN SIDEQUEST Escaped Criminals

The second bounty lies on the heads of two escaped murderers, a Devaronian and a Rodian. They were able to flee TSF custody when the false Batu Rem tried to assassinate you. Lieutenant Dol Grenn wants to see them brought back to justice. Not surprisingly, you can find the pair of fugitives in the Czerka Corporation offices **(Waypoint 46)**. No matter what you do here, the pair of criminals flee to hop aboard a shuttle bound for the Restoration Zone on the surface of Telos. To collect the bounty, return to Lieutenant Dol Grenn and lie about killing the pair of fugitives. He falls for it and rewards you with the promised bounty, completing the quest.

END SIDEQUEST Escaped Criminals

›BEGIN SIDEQUEST	False Batu

The third bounty involves Batu Rem, the man whose identity was stolen by the assassin who attacked you while you were in the TSF holding cells. Lieutenant Dol Grenn would like to know what happened to the *real* Batu Rem. Head for the Docking Module and talk to the Duros behind the desk at Docking Bay 3 (**Waypoint** 29). Bribe him with 25 credits, and he looks up Batu Rem's records on his manifest and reveals the assassin came from Nar Shaddaa. Return to Dol Grenn and tell him what you've learned to complete the quest.

›END SIDEQUEST	False Batu

B: THE BLACK MARKET

›BEGIN SIDEQUEST	Suspicious Goods

After defeating the thugs who try to take the Ithorian protocol droid in Docking Bay 2, you find an illegally modified blaster on one of their bodies. The blaster is evidence that points to a healthy black market operating on Citadel Station. If you want to get a piece of the action, take the blaster to Samhan Dobo and show it to him. You can also eradicate the influx of illegal goods by shutting down the smugglers; if this is your choice, show the blaster to Lieutenant Dol Grenn instead.

›END SIDEQUEST	Suspicious Goods

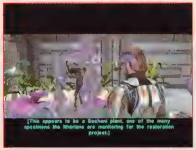
›BEGIN SIDEQUEST	Smuggling on Citadel Station

›BEGIN SIDEQUEST	Smuggling

Plummet further toward the dark side by helping Samhan Dobo extend his smuggling operations on Citadel Station, or exalt yourself to the light side by putting an end to illegal trafficking. You can begin this quest after completing the Replacement Restoration Droid quest and after you've obtained the modified hold-out blaster. Take the blaster to Samhan Dobo's shop (**Waypoint** 18) and show it to him, then tell him you're interested in getting involved with the black market. If you help him obtain three items he needs for illicit trade, he allows you to browse his private stock of superior inventory.

NOTE

If you intend to put a stop to Samhan Dobo, visit Lieutenant Dol Grenn. Tell him the whole story and he will provide all three items outlined in the following tasks so you can stage a trap for the crafty vendor.



Taking leaves: Deactivate or bypass the security field to harvest the Bachani plant.

DARK SIDE

The first item Samhan requests is a handful of leaves from the Bachani plant in the Ithorian compound. Go there and enter the Vivarium (**Waypoint** 19). The plant is protected by a security system, so have Atton take the leaves if your Security skill is low. Leaves in hand, return to Samhan and give them to him to complete the first task.

The Ithorians' prototype shield is found in their shuttle hangar.

DARK SIDE

Next, Samhan asks for a prototype shield generator kept in the Ithorian Docking Bay. Go there and speak with the Ithorian at the door. Persuade him to let you in, then head for the storage room in the corner of the bay **(Waypoint 28)**. Another Ithorian confronts you here; you can Persuade him to let you take the shield generator or simply kill him. Grab the shield generator from the locker and return with it to Samhan to complete the task.

Steal these medical supplies and sell them on the black market.

DARK SIDE

For his final errand, Samhan wants you to steal some medical supplies from a container in Residential Module West. Go there and enter the medical unit at the hall's end and locate the sealed container **(Waypoint 29)**. Use the terminal next to it to deactivate the seal, then take the medical supplies and leave. On your way out, a TSF officer confronts you; kill him and return to Samhan with the medical supplies. Task complete!

Samhan Dobo surrenders to the TSF sting operation.

SIDE STEP

When you have performed all three tasks, Samhan has a final request. He asks you to escort him to the Czerka docking bay so he can make a shipment **(Waypoint 30)**. If you agree to this (dark side), you have a minor skirmish with a few TSF officers in the docking bay. Samhan then offers a sizeable discount on all his wares for you as a reward. You also have the option of tipping off Lieutenant Dol Grenn to the operation; in this case you fight Samhan Dobo instead, resulting in his arrest (light side). Naturally, you won't be able to buy anything else from him if you choose this option, but at least your conscience will be clear.

▸END SIDEQUEST	Smuggling

▸END SIDEQUEST	Smuggling on Citadel Station

C: THE TWI'LEK SLAVE

No Jedi should be without their own Twi'lek dancing girl.

▸BEGIN SIDEQUEST	High Stakes

SIDE STEP

To begin this quest, enter apartment A1 in Residential Module East and speak to Harra. **(Waypoint 31)** He bet his sweetheart, Ramana, on a game of Pazaak and lost; now she dances as a slave in the Cantina. Go there and locate Doton Het, Ramana's new owner. **(Waypoint 32)** He demands 2000 credits to release the girl to you, but if your Persuade skill is high you can negotiate for a lower price. Now that you own a dancing Twi'lek slave, you have options. You can command her to keep dancing and return from time to time to collect her earnings, earning dark side points. For a light side bonus, bring Ramana back to Harra and then set her free, allowing her to carve out her own destiny.

›END SIDEQUEST High Stakes

D: THE MERCENARY INVASION

›BEGIN SIDEQUEST Ithorians Under Attack!

If you don't save the Ithorians, they'll be annihilated.

You can only undertake this sidequest if you worked for the Ithorians on Citadel Station. After they have agreed to provide you with a shuttle, you receive a message from Moza begging you to return to the Ithorian compound; the Czerka have sent in a squadron of mercenaries and Chodo Habat's herd is being slaughtered.

Get the key from Moza in the Vivarium before rescuing Chodo Habat.

SIDE STEP

Return to Residential Module West to find the mercenaries in the Ithorian compound. Slay all that you meet, then head for the Vivarium to find Moza **(Waypoint D)**. He gives you a passkey that lets you enter Chodo Habat's room. Use the passkey and finish off the last of the mercenaries to finish the quest. Earn a light side bonus by declining any offered reward, or descend into the dark side by milking the Ithorians for every last credit in exchange for saving their skins.

›END SIDEQUEST Ithorians Under Attack!

EBON HAWK INTERLUDE

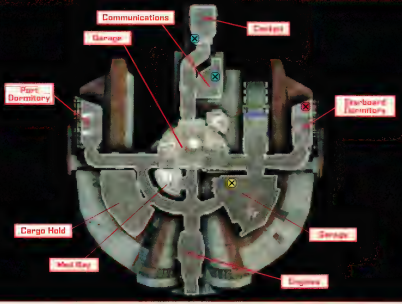
The *Ebon Hawk*, a space-worn freighter modified for smuggling, is your personal transportation across the galaxy. It's also a sanctuary for you and your companions; you can get to know your allies, plan your next move, or upgrade your gear at the workbench. With the future uncertain and mobility at a premium, the *Ebon Hawk* is worth its weight in spice–unquestionably your most valuable possession.

MAP 1 EBON HAWK INTERIOR

LEGEND

OBJECTS

- Containers
- Terminals
- Workbenches



TAKING COUNSEL

After the *Ebon Hawk* enters hyperspace, T3-M1 displays a holo record of your trial before the Jedi Council that hints at a hidden motive behind your exile. More Jedi secrets! The droid then displays a roster of the Jedi Masters and which planet each one is hiding on.

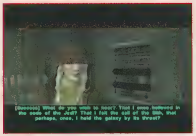
THE LOST JEDI

Name	*Planet*
Master Vrook	Dantooine
Master Zez-Kai Ell	Nar Shaddaa
Master Kavar	Onderon
Master Vash	Korriban
Master Atris	Telos

A conversation between Atton, Bao-Dur, and T3-M1 follows. The Zabrak tinkers with the droid, giving it a permanent +2 CON bonus. After that you are free to explore the ship.

Bao-Dur offers to help you construct a lightsaber if you can obtain the necessary components. You need an energy cell, an emitter matrix, a focusing crystal, and a lens. You received the first piece on Citadel Station; to find the remaining components you must locate the Jedi Masters on Onderon, Dantooine, and Nar Shaddaa.

If your character is male, the 'last' Echani Handmaiden appears. She stowed away aboard your ship, and reveals herself as you discuss what to do next. After assigning her a berth in the cargo hold, go there and talk to her to gain influence and combat training.



SIDE STEP

Go to the Port Dormitory for a talk with Kreia. Emphasize the importance of friendship in your responses (light side) or express your contempt for it (dark side). You have the option of questioning her, but she won't divulge much information until your influence with her is stronger.

LIGHT SIDE

Earn light side points and influence by talking to T3-M4 who can be found patrolling the central corridor. If you have high INT and good Repair or Computer Use skills, you can make further upgrades to the droid that grant permanent stat bonuses. See the profile on T3-M1 in the 'Friends and Foes' section for more information.

Utilize the workbench and lab station to stock up on items and improve your equipment. You should have a few ion-enhanced weapons for droid battles and a supply of energy shields and medpacs. If you are low on the needed components or lack the proper skills, wait to buy the needed items from the next merchant you meet.

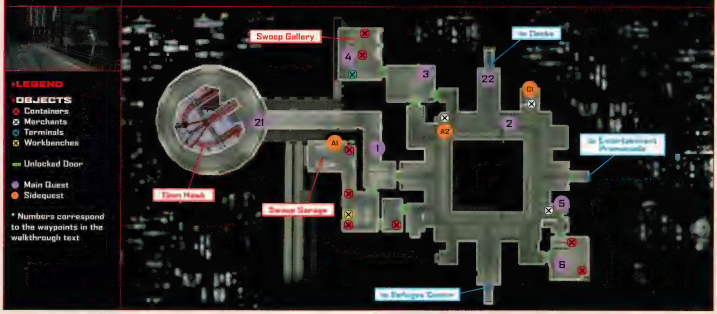
After speaking to everyone, use the galaxy map on the bridge to begin your search for the remaining Jedi Masters. While you are free to visit the planets in any order, we recommend going to Nar Shaddaa first. If you make a different choice, skip ahead to the appropriate chapter and come back to Nar Shaddaa later.

NAR SHADDAA

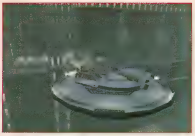
AREA OVERVIEW

The *Ebon Hawk* touches down on a landing pad at the edge of the Refugee Sector. The Exchange boss, G0-T0, tracks your arrival and warns the bounty hunters to keep their distance from you, but your friends remain fair game. Your main objectives here are: get in enough trouble to draw the bounty hunters and the Exchange out of hiding so you can strike at them, find and Master Zez-Kai Ell, and obtain a new ID transponder for the *Ebon Hawk* so you can take off without being shot down.

MAP 1 REFUGEE LANDING PAD



The *Ebon Hawk* parks on this area's west end. Around the central walkway are several alleys, shops, and other places of interest packed with alien thugs, beggars, smugglers, and crooks. The Swoop Gallery and Swoop Garage are located here as well.



DARK SIDE

If you bring T3-M4 with you, Kodin offers to buy the droid for 500 credits (or more, if your Persuade skill is high enough); this earns dark side points and removes the droid from your party. T2-M4 rejoins you later on if you choose this option.

KODIN

Several merchants have set up makeshift stores here. Kodin scavenges droid parts and can be found in the northwest corner. Buy the HK chassis from him for 1,500 credits; it's one of the essential parts you need to activate the HK-47 droid aboard the *Ebon Hawk*.

GEEDA

Look for the Rodian Geeda in the northeast corner. Because she actually likes humans (considered a perversion by other Rodians), she offers a slight discount on her wares. Her selection of items isn't the best, but at least the prices are reasonable.

OONDAR

Geeda's biggest rival is Oondar, a shifty Duros who refuses to sell to you until you have muscled the Rodian out of the area. The best plan is to buy what you need from Oondar first, then you can get rid of him later without missing out on what he has in stock.

THE SWOOP GALLERY

C9-T9

LUPO SHAR

BORNA LYS

MODO SO

Located in the Landing Pad's northwest, the Swoop Gallery is the place for pilots and gamblers to risk their lives and their credits on a race through the sewer channels of Nar Shaddaa. The Exchange dominates the championships with their droid, C9-T9. You must take him out of commission if you hope to make a profitable wager here. Lupo Shar, a crooked Twi'lek, handles the betting, but he is replaced by Borna Lys after you eliminate the racing droid. Speak with Modo So in the back room to practice the course or enter an official race.

NAR SHADDAA SWOOP TRACK RECORDS

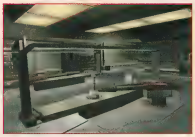
Rank	*Racer*	*Record*	*Prize*
1st	Ov Darum	1:11:15	500
	Galactic Record	38:72	

THE SWOOP GARAGE

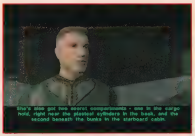
TEINN TUBB

TT-32

The Swoop Garage lies in the Refugee Landing Pad's southwest. Teinn Tubb is the master mechanic here, despite being old and nearly blind. Teinn helps you change the *Ebon Hawk*'s ID transponder codes when you're ready to leave Nar Shaddaa. He's assisted by TT-32, a friendly protocol droid who makes a valuable droid renewable shield for you. There are several containers full of equipment and a workbench here as well.



OTHER POINTS OF INTEREST



Ratrin Vhek

SIDE STEP

RATRIN VHEK

Ratrin Vhek approaches you as you walk around the east side. He's the Ebon Hawk's original owner and demands that you give it back to him. As proof of his ownership, Ratrin Vhek mentions a secret compartment in the starboard dormitory; return to the Ebon Hawk and search there to loot the compartment. Your replies influence your balance with the Force, but you get to keep the ship no matter what.

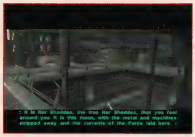
They have mastered a dance of death. Very beautiful, very dangerous.
What if I wanted to kill the other bounty hunters but ask force the Twi'lek where she is?
They don't even know what dangerous is, Kreia.

Wishful thinking: Gossip with Vossk to learn about Nar Shaddaa's leading bounty hunters.

VOSSK

Vossk, an ex-bounty hunter, is also here. Talk to him for information about the Exchange. He tells you about the various competitors for your bounty; you eventually meet all of them during your stay here. To make them show themselves, you must cause enough trouble on Nar Shaddaa to leave them no choice.

The pulse of Nar Shaddaa helps restore your connection to the Force.

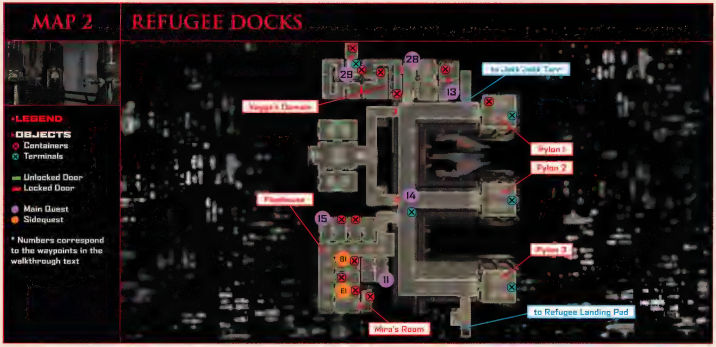


Place Kreia in your party and approach the red door on the east side of the level. With her guidance, you sense the powerful Force echoes that reverberate around Nar Shaddaa and permanently gain 20 Force points.

Spice and dice: When a smuggling deal goes wrong, you are caught in the crossfire.

Enter the warehouse in the southeast to interrupt a spice-smuggling deal gone bad. The thugs attack on sight; slay them for items and experience, then empty the containers for more loot.

MAP 2 REFUGEE DOCKS



FASSA

Bordered by a sprawling Flophouse and a trio of massive traffic-control pylons, the Refugee Docks are a little quieter than the landing zone on the south. The Twi'lek Fassa manages the air traffic and enlists your help in sorting out the landing priorities. Despite his gruff attitude, he proves a helpful ally should you decide to relieve the plight of the refugees. There is a lot to do here, so explore carefully and search everywhere for containers and items.

Flophouse

LOOTRA

AAIDA

The Flophouse is a warren of dismal apartments on the main walkway's southeast edge. You can find all types here: miserable beggars, hostile thugs, and even an absentminded scientist. Talk to everyone to trigger sidequests, engage in battle, or gain information and items.

Vogga's Den

VOGGA

Vogga the Hutt holds court in an enclave on the Docks' north end. Female characters can gain an audience by donning a slave outfit and dancing for the bloated fiend; male characters can thankfully let the handmaiden do the job. Vogga's warehouse is sealed when you first arrive, but you can explore it later when you take control of T3-M4.

Bith understanding: A dispute over fuel shipping contracts erupts into violence.

DARK SIDE

Speak with the Bith waiting in the foyer at the entrance to Vogga's lair. He explains that he's interested in negotiating a deal with Vogga to ship fuel to Citadel Station. For a dark side bonus, challenge the Bith's plan, and tell him you intend to negotiate the deal yourself. Goad the Bith into attacking, and slay him in "self-defense."

MAP 3 REFUGEE SECTOR

HUSSEF

This is a sprawling maze of cramped tunnels, cargo bins, and storage rooms. A refugee camp fills the central area. Hussef is their nominal leader and does his best to keep the peace, but predation by the Serroco veterans and the Exchange have been taking their toll. He rewards you with an emitter matrix for your lightsaber if you help the refugees gain back some of their territory.

Serroco Territory

A contingent of Serroco veterans have settled in the sector's east or skyward side. They are extremely territorial and are as likely to attack you as talk to you. You have nothing to lose by slaying them all, but you can also use Force Persuade to enter their turf and then have your stealth specialist (most likely Atton) rob them blind.

Airspeeder

You can fix the broken airspeeder found in the Serroco's territory. Three components are needed to get the craft working and each component requires a separate skill specialty for correct installation. When repaired, the airspeeder allows quick transfer between the different areas of Nar Shaddaa. See the airspeeder sidequest for more information.

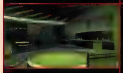
Exchange Territory

SAQUESH

ADANA

The Exchange has set up an operation on the sector's west side. Gamorreans patrol here but won't attack unless they catch you stealing. The Quarren Saquesh is in charge; locate him in the central control room overlooking the quad. He's kidnapped a young girl named Adana and intends to sell her to the Hutts; rescue her by Persuading Saquesh to let her go, or simply defeat him.

MAP 4 ENTERTAINMENT PROMENADE



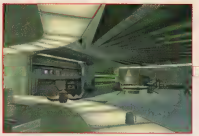
LEGEND

OBJECTS

- Unlocked Door
- Locked Door
- Main Quest
- Main Quest: Dark

* Numbers correspond to the waypoints in the walkthrough text

Entertainment Promenade



Pazaak Den

KAALAH-NAH

Found on the landing pad's east side, this small complex features a Cantina and a Pazaak Den. Kaalah-Nah, a Snivvian, lurks just inside the entrance. Talk to him if you want to know how much attention you're attracting from the Exchange.

CHAMP

S4C8

DAHNIS

GERADI

To enter the Pazaak Den you must give a password (or have a high Persuade skill). You can challenge three cardsharps here: Geredi, a bad-tempered Duros hiding from Exchange debt collectors; S4-C8, a confused droid programmed to love Pazaak; and Dahnis, a Twi'lek who also sells cards on the side. Defeat all three Pazaak players to trigger a match against the mysterious "Champ."

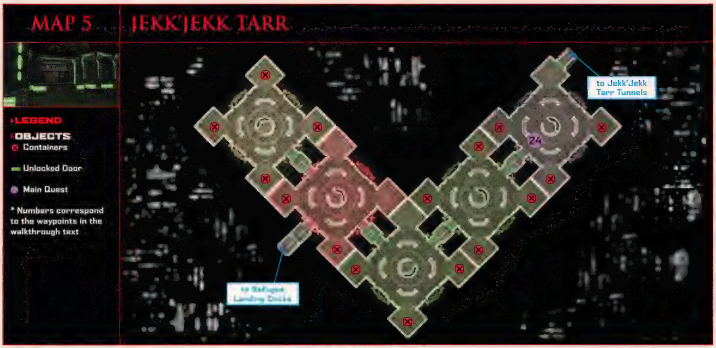
Cantina

DOMO

Locate the Twi'lek Domo in the Cantina. He hires dancers for Vogga the Hutt; talk to him to arrange an audience. The lovely slave outfit he gives you is a must-have for the fashion minded. The patrons aren't very friendly, but the bartender talks at length about the various amusements and personalities to be found in the Entertainment Promenade if you want more information.

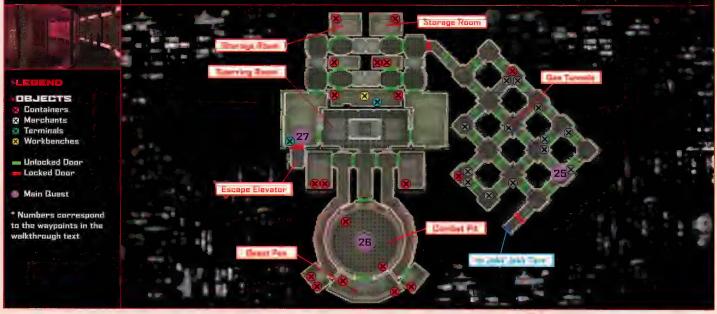
The thugs reveal their plan if they can't see you listening in.

A pair of thugs in the corner are having a whispered conversation. Approach in stealth mode to eavesdrop on them and learn of a sealed horde within Vogga's domain; breaking in is difficult because of the vigilant kath hounds there. The thugs mention a plan to drug the hounds with Juma juice. After listening in on the conversation, you can buy a dose of Juma from the bartender and execute their plan on your own.



Extending from the north side of the Refugee Docks, Jekk'Jekk Tarr is a poisonous spa for those species that can survive the toxic (and intoxicating) fumes that cloud the air inside. It's not a place where humans are welcome. You pass through this area twice; first as Mira (protected by a space suit), and later on as your character, who must run the gauntlet without a space suit. The gas is corrosive as well as poisonous, so a breath mask or bio-antidote unit is no help. Fortunately, when you enter here, you automatically learn a secret power, Breath Control, that protects you from the fumes.

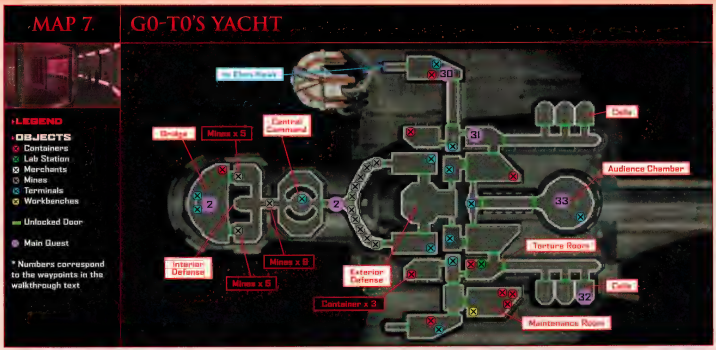
MAP 6 JEKK'JEKK TARR TUNNELS



QUARREN VISQUIS

Located behind the toxic spa, this extensive tunnel system leads to your ultimate meeting with the Quarren Visquis. The grid of vent tunnels on the east is laced with dozens of mines; carefully disarm them as you make your way through. The central complex swarms with low-ranking bounty hunters, so be prepared for numerous fights. You can find an arsenal of items and equipment here by searching the storerooms and by looting the bounty hunters' remains.

MAP 7 G0-T0'S YACHT

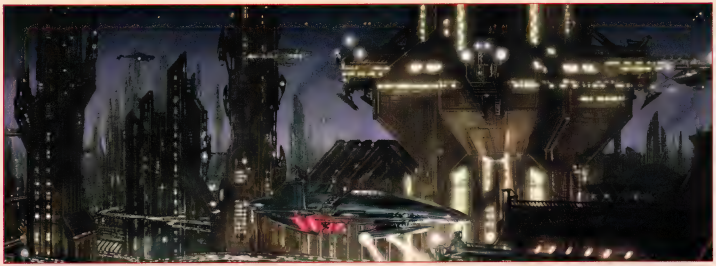


Audience Chamber

Interior Defense

Bridge

Orbiting Nar Shaddaa and rendered undetectable by advanced cloaking technology, this space craft is G0-T0's base of operations. Your character is captured and imprisoned here after you explore Jekk'Jekk Tarr. To rescue him, two of your companions must fight their way through an army of defense droids while using scavenged computer codes to shut down various onboard systems.



MAIN QUEST PATH

Your main goal on Nar Shaddaa is to meet Jedi Master Zez-Kai Ell. Finding him on this teeming moon, with its hive cities and labyrinth of walkways, tunnels, and buildings, is no easy task. After all, the Jedi Master came here to hide. To locate him, you need to cause enough turmoil among the ruling criminal faction and bounty hunters that he has no choice but to reveal himself.

HANDMAIDEN

SOLDIER LEVEL 6

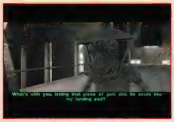
VITALITY: 78 | ATTACK STYLE: Melee

PREFERRED SKILLS:
Security, Stealth, Treat Injury

SPECIAL ABILITIES:
Echani Strike, Handmaiden's Staff, Mother's Robes

NOTE

If your character is male, the Handmaiden reveals that she stowed away aboard the *Ebon Hawk* when it left Telos. Light side players should include her in the excursion to Nar Shaddaa.



Don't try Jedi mind tricks on Quello; it only makes him angrier.

BEGIN QUEST ***Ebon Hawk* ID Signature**

BEGIN QUEST **Landing Rights**

As you discuss with your companions what to do next, Atton mentions that it would be a good idea to get the *Ebon Hawk*'s ID signature changed. Later on, you can't take off from Nar Shaddaa until this is done. The conversation is interrupted by Quello, the landing pad master.. As a Toydarian, he is immune to Force Persuade; if you try using mind tricks on him, be prepared to make up for the insult with a hefty bribe. He reluctantly agrees to let your ship stay on his landing pad, but he warns that it will cause trouble since another ship is scheduled to dock there.

GETTING NOTICED

Nar Shaddaa is a rough place where opportunities to stir up mischief abound. As you explore the area, get involved in the events outlined below and you eventually coax the bounty hunters out of hiding. There are 14 different methods of causing trouble you can try; it's not necessary to complete every event to advance your quest, but each one offers rewards that should tempt you try them all.

In addition, there are several sidequests you can undertake on Nar Shaddaa. You can start all of the side quests during your first visit to the smuggler's moon. To finish all of them, however, you must come back and make a follow-up visit after you've been to the other planets.

SIDEQUEST **Droid Retrieval**

EVENT 1: RESCUE THE REFUGEE

SIDE STEP

As you head into the quad, a pair of thugs are harassing a hapless refugee **(Waypoint 0)**. Like any bully, they are quite weak and you easily win the fight if you choose to get involved (light side), or you can leave them to their fun (dark side).

When you move on, a bystander who witnessed your heroism asks for a handout. If you give it to him, Kreia favors you with a lecture on the pitfalls of being too generous. The point is driven home when Mira, one of the bounty hunters, is seen interrogating him. If you hadn't helped him out, he might have never noticed you....

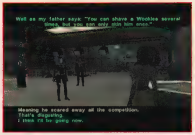
EVENT 2: RUTUM'S DEBT

Choose your words carefully, or this could be the result.

SIDE STEP

Locate Rutum on the landing pad's north side (**Waypoint 2**). He owes money to the Exchange and they've sent some thugs to collect. Rutum tries to weasel out of his predicament by claiming that you have the money. However you resolve the situation, Rutum warns you that interfering with the Exchange is sure to get their attention–which is exactly what you want.

EVENT 3: THE SWOOP DROID


Well as my father says: "You can shave a Wookiee several times, but you can only skin him once."
Meaning he scared away all the competition. Which is good for me.
I think I'll be going now.

Borna Gain: The crafty Twi'lek conspires with you to sabotage Lupo's Swoop Garage.

▸BEGIN QUEST **Lupo's Advantage**

Go to the Swoop Gallery in the landing pad's northwest corner (**Waypoint 3**). Talk to Borna Lys to learn about C9-T9, Lupo Shar's unbeatable racing droid. Persuade her to give you the access codes to the droid's shielded cell.

SIDE STEP

In the next room, use the interface computer to sabotage C9-T9 (Waypoint 4). If you don't have the necessary Repair or Computer skill, bring T3-M4 or Bao-Dur in. After the droid explodes, you can lie your way out of the situation (dark side) or use a subtler approach with Persuade. Lupo Shar runs off to sell the Swoop Gallery to Borna Lys, who cuts you in a tidy share of the profits on your way out.

▸END QUEST **Lupo's Advantage**

HINTS

Inspect C9-T9's remains after you've destroyed it to scavenge some useful droid parts.

EVENT 4: HOSTILE TAKEOVER

▸BEGIN QUEST **Trade War**

Merchant of menace: Oondar wants you to eliminate his competition.

Locate Oondar in the landing pad's southeast section (**Waypoint** 5). He asks you to eliminate his competitor Geeda, who has a shop nearby, and offers a sizeable discount in exchange. You can do as he asks, or after talking it over with Geeda (who makes you a counteroffer), return and tell Oondar to leave. It's up to you which merchant you want to side with; the Exchange notices either way. The best plan is to speak with Oondar first and buy anything you might want from him. You can then side with Geeda and embark on her sidequest.

▸SIDEQUEST	New Trade Routes

▸END QUEST	Trade War

EVENT 5: SPICE SMUGGLERS

Droid flamethrower and force lighting are devastatingly effective.

Another chance to gain notoriety is found in the warehouse behind Oondar's shop (**Waypoint** 8). When you enter, rival bands are on the verge of a firefight, and they don't intend to leave any witnesses. Defeat them all and check the remains for valuables, then empty the containers the smugglers were fighting over to complete the event.

EVENT 6: SNIVVIAN SHAKEDOWN

For 2,000 credits, this Snivvian puts in a good word for you.

Head for the Entertainment Promenade east of the landing pad and find Kaalah-Nah (**Waypoint** 7). Thanks to his small size and big ears, he makes a great spy. Give him a few credits and he tells you what your current reputation is around Nar Shaddaa. Give him 2,000 credits and he spreads the rumor that you're looking to contact the Exchange. It's expensive, but this boosts your reputation a great deal.

EVENT 7: THE PAZAAK DEN

▸BEGIN QUEST	Pazaak Den Password

To enter the Pazaak Den, you must give a password to the Gran at the door. Bypass the Gran with Force Persuade or pay Kaalah-Nah to tell you the password. You only have to satisfy the Gran once; after that you are free to come and go as you please.

If you can defeat or otherwise eliminate the three Pazaak players in the Pazaak Den you earn the chance to duel the mysterious "Champ." Naturally, there are other ways to win besides playing the game....

▸END QUEST	Pazaak Den Password

Twik'gar takes care of Geredi for you.

▸BEGIN QUEST	Pazaak Den: Geredi

Geredi, the Duros player sulking in the corner, can be beaten by telling him about the thugs waiting for him outside (**Waypoint** 11). If you threaten to throw him out (where his defeat is certain), he volunteers to throw the game and you get an effortless win. For a dark side bonus, trick him into stepping outside, and watch as the thugs gun him down. For a win against Geredi that doesn't incur dark side points, your only choice is to beat him in a fair game.

▸END QUEST	Pazaak Den: Geredi

Ah, Dahnis: She uses Pazaak to strike up conversations with handsome men.

>BEGIN QUEST **Pazaak Den: Dahnis**

Dahnis, the Twi'lek card seller, has a weakness for handsome men (**Waypoint** 9). If your character is male, she will gladly lose to you for the chance to flirt. If your character is female, bring Atton along and let him hold the cards. Chalk up a win against Dendis to complete the quest.

>END QUEST **Pazaak Den: Dahnis**

>BEGIN QUEST **Pazaak Den: S4-C8**

S4-C8 seems embarrassed to be addicted to Pazaak, especially because it's a terrible player (**Waypoint** 10). You can score some easy wins here. When you're tired of playing, bring T3-M4 in and use your droid to start a conversation. Convince S4-C8 to allow you to alter its programming core; this eliminates another competitor from the Pazaak Den and gains you some notice with the Exchange.

>END QUEST **Pazaak Den: S4-C8**

EVENT 8: DEFEAT THE CHAMP

>BEGIN QUEST **The Champ**

When you have eliminated or beaten the three players in the Pazaak Den, the Champ comes out of retirement to challenge you. He's a diminutive Snivvian, but don't let his size fool you; this opponent carries a side deck packed with the strongest cards, and he is the toughest Pazaak player in the galaxy by far. There are two ways to defeat him. The first and more difficult way is by winning in a fair game; even if you have good cards, expect a tough challenge. The second and much easier way is to use Persuade. Convince the Champ that winning every match takes all the fun out of the game, and he will agree to lose just for a change of pace. Defeating the Champ earns you a great deal of notice with the Exchange.

In order to complete the quest, however, you must beat the Champ *three* times–and mind tricks don't count. You need a sizeable bankroll and a bit of luck to accomplish this; the Champ's side deck is brutal! Fed up, the Snivvian gives you his best card, the tie breaker. This card works just like a +/-1 card, but with the added bonus that you win all ties!

>END QUEST **The Champ**

EVENT 9: A DARING ROBBERY

>SIDEQUEST **Overtaxed Ithorian**

>BEGIN QUEST **Vogga's Hoard**

Enter the Flophouse and open the first door on the left (**Waypoint** 11). Retreat and approach the two thugs inside in stealth mode to overhear their plan to break into a sealed vault in Vogga's lair by putting his kath hounds to sleep with juma juice.

Kath hounds can be put to sleep - and so can Vogga, if you can get past the guards. It's just you and the kath, alright.
That will work, quite alright. I got plenty of it. Cost you a hundred credits for a flask big enough for what you need, no problem.
(Private) A man who makes that kind of offer is asking for the
(Private) A hundred credits is a lot for a flask. Hmm.

Head back to the Cantina and purchase a flagon of juma juice from the bartender for 100 credits (or less, if you use Persuade) (**Waypoint** 12). Now that you have a means of putting Vogga's kath hounds to sleep, find a way to lullaby Vogga himself to freely loot his sealed vault.

Private conversation: If they can't see you, they might let something slip.

BEGIN QUEST **Vogga the Hutt**

Approach the Trandoshan thugs conversing in the Cantina. They know something about Vogga but are careful to not speak of it when they fear being overheard. Sneak up on them in stealth mode to hear the full conversation. You learn that Vogga is obsessed with G0-T0; mentioning the Exchange boss might be a way to gain the Hutt's favor.

BEGIN QUEST **Vogga's Dancers**

Approach the knot of Twi'leks in the Cantina. Domo, who hires dancers for his boss Vogga the Hutt, offers you a job if your character is female; if not, bring the handmaiden along and Domo hires her instead. For an amusing reply, try volunteering Kreia or Visas for the job. After Domo has hired someone, you are automatically transferred to Vogga's lair in the Refugee Docks.

END QUEST **Vogga's Dancers**

Lace this dish with juma juice to knock out Vogga's kath hounds.

After you or the handmaiden has finished the performance, Vogga falls peacefully asleep. Pour the juma juice into the kath hounds' watering dish, and they join their master in slumber (**Waypoint** 18). You are now free to open the door here and help yourself to Vogga's most priceless treasures, including a focusing lens for your lightsaber!

END QUEST **Vogga's Hoard**

EVENT 10: MAKING A DEAL

Common ground: You and Vogga see eye to eye when it comes to the Exchange.

Speak with the Twi'lek slave in Vogga's Lair. She rouses the sleeping Hutt for you. Vogga sells fuel on the galactic market and has his own problems with the Exchange. Your plan of eliminating G0-T0 appeals to him, and he agrees to provide fuel to Citadel Station if you are successful. Remember to inform Lieutenant Dol Grenn on Citadel Station of your arrangement when you leave Nar Shaddaa. Your conspiracy with the disgusting slug also earns you more notoriety with the Exchange.

END QUEST **Vogga the Hutt**

EVENT 11: TRAFFIC CONTROL

Fassa's job as dock supervisor makes him a valuable contact.

Find Fassa in the Refugee Docks. He asks for your help with the three air-traffic pylons in this area (**Waypoint** 19). Incoming ships are prioritized according to their transponder codes, but a power drain has partially disabled the receivers that process the codes.

▸BEGIN QUEST **Power Shortage**

T3-M1 can provide all the computer spikes you need to fix the power supply.

You can make this mission much easier by having your best Computer Use specialist examine the pylon power console. With a few computer spikes, you can optimize the power distribution so that all three pylons are active simultaneously. If no one has the necessary skill, you have to activate the pylons one at a time.

▸END QUEST **Power Shortage**

The freighters depend on you to get them safely docked.

▸BEGIN QUEST **Fassa's Freighters**

Visit the activated pylons and note the incoming transponder codes. Because the receivers aren't working properly, you get only partial information, so you must combine the data from all three pylons to complete the codes. Using the full codes, assign the landing priorities as follows:

TRANSPONDER CODES

Highest priority:	Silver Zephyr	I-96-967-21
Medium priority:	Alakandor	S-49-491-957
Lowest priority:	Toorna'a Profits	E-45-451-118

Landing priorities.

Talk to Fassa again when you finish. He rewards you with a random item and you earn further notice by the Exchange.

▸END QUEST **Fassa's Freighters**

EVENT 12: THE BITH SCIENTIST

▸BEGIN QUEST **Experiment in Delivery**

Enter the Flophouse and head for the last apartment on the right **(Waypoint 15)**. A Bith scientist here has nearly stumbled upon the background transmissions that G0-T0 uses to control the droids on Nar Shaddaa, but he's missing one vital piece of equipment for his final experiment.

Offer to do a courier job for the Bith. Take the 500 credits he gives you and head for Pylon Three to meet a Twi'lek vendor. Unfortunately, someone has gotten to the Twi'lek before you; his dead body lies in the corner.

Kreia demonstrates an effective method of droid disposal.

Search the remains; the package you were supposed to buy is gone. Even worse, the door slams shut and the cleaning droid attacks! Destroy it to unseal the door (and salvage its equipment).

The gruesome remains of the Bith scientist.

Return to the Bith's apartment. He, too, has been killed, and all that remains is a severed arm clutching a datapad containing his last words. At least you get to keep the 500 credits. This ends the event and furthers your reputation with the Exchange.

›END QUEST	Experiment in Delivery

EVENT 13: THE REFUGEE CAMP

›SIDEQUEST	Plague Carrier

›SIDEQUEST	Galactic Reunification

›SIDEQUEST	Will Work for Fuel

›SIDEQUEST	Personal Airspeeder

›BEGIN QUEST	Refugee Woes

Venture into the Refugee Slum where the Exchange and Serroco veterans have pinned the refugees into a small clump in the sector's core. Speak with Hussef, and he asks you for help (Waypoint 18). Dark side players can dispense with this conversation and simply begin a systematic rampage around the perimeter, through the Serroco camp. Don't bother rummaging through the cargo bins; the refugees have little of value.

Use horror to paralyze the weaker foes while you concentrate on their leader.

›BEGIN QUEST	Serroco Thugs

You must eliminate both the Exchange and the Serroco to relieve the pressure on the refugees. Being war veterans, the Serroco aren't disposed to negotiate with you. Move through their territory on the east side, killing all that you find (Waypoint 19). Before you fight the leader, make sure everyone's at full health; he's a powerful opponent. When the battles are over, help yourself to all their ill-gotten loot.

›END QUEST	Serroco Thugs

One way to rescue Adana is by slaying her captors.

›BEGIN QUEST	Sold to the Hutts

SIDE STEP

Next, travel to the Exchange territory on the quad's west side. The Gamorrean guards ignore you for the most part. Find Adana, a kidnapped girl, behind a security door in this area (Waypoint 18); tell her to stay put while you discuss her fate with Saquesh. Go to the observation room to find the Quarren. Slay or intimidate him into releasing Adana to complete the quest with a heroic flourish, or goad him to selling the girl into slavery on Nal Hutta for dark side prestige (Waypoint 20).

LIGHT SIDE

You can also discuss the refugee situation with Saquesh on behalf of Hussef. As with Adana, you can strike down or Persuade the Quarren to help the refugees. If you slay Saquesh, expect every Exchange thug in the Refugee Sector to attack on sight. Fight your way out of the Exchange territory and report your deeds to Hussef.

▸END QUEST **Refugee Woes**

▸END QUEST **Sold to the Hutts**

▸NOTE

From Saquesh's control room, look through the windows for an impressive view of the entire quad laid out below you. Switch to first-person mode for the best view.

EVENT 14: KAHRANNA'S TICKET

◀◀ *After meeting Kahranna, it's time to call in a favor from Fassa.*

▸BEGIN QUEST **Seeking Passage**

Near the center of the slum you find a forlorn woman, Kahrannah, who's desperately looking for any ship that will get her off Nar Shaddaa **(Waypoint 28)**. If you helped out Fassa back in the Refugee Docks, then finding a solution for Kahrannah is easy. Simply bring the matter up with Fassa, and being softhearted, he agrees to provide the refugee with safe passage out of the slums. Your actions, whether done out of kindness or for profit, impact your repute with the Exchange.

▸END QUEST **Seeking Passage**

THE RED ECLIPSE

▶▶ *The Ebon Hawk is boarded by the Red Eclipse, a band of ruthless slave traders.*

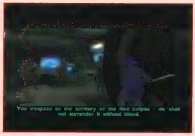
When you have caused enough trouble on Nar Shaddaa, the Red Eclipse slavers arrives at the landing pad where the *Ebon Hawk* is docked. This ruthless team of galactic slave traders furiously dismiss Quello and board your ship. You must fight your way through their ranks to reclaim the *Ebon Hawk* and continue your quest.

◀◀ *Without force powers, battling the Red Eclipse is hopeless.*

As you make your way to the landing pad, outlying Red Eclipse troops challenge you **(Waypoint 2)**. They are numerous and fairly strong, so back off and heal yourself if you take a lot of damage. Use Force powers like Horror or Stun to immobilize groups of enemies, then wade in with your melee specialists to finish them off.

▶▶ *Establish a secure base before moving on to clear out the rest of your ship.*

Wait until you are full strength and save your game before boarding the *Ebon Hawk* to continue the battle. A score of Red Eclipse troops ambush you the instant you arrive. Dash forward into the workshop area and clear the room. Because of the narrow corridors and widely scattered enemies, you are at a big disadvantage if you rush into battle too hastily. A good tactic is to enter solo mode and lure the Red Eclipse troops into the workshop one or two at a time so you can finish them off piecemeal.



◀◀ *Activate a shield before you approach the communications room.*

Clear out the main hold and side passages, then head for the communications room to find the Red Eclipse leader, Cahhmakt. If you command him to obedience, he surrenders the ship and departs with a pledge of service. You can then find a Red Eclipse slaver in the Cantina and collect occasional tribute. If you choose any other option, though, you're in for a tough fight.

CAHHMAKT, LEADER OF THE RED ECLIPSE

Use protective force powers to absorb some of the assault.

Focus all your strength on Cahhmakt and finish him quickly.

CAHHMAKT

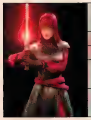
TAKE DOWN TECHNIQUES

- Ranged Combat Feats
- Stun
- Horror
- Force Whirlwind
- Adhesive Grenades

Cahhmakt has incredible strength and can slay one of your characters in a few rounds if his blows strike home. You can eliminate this danger by immobilizing him with Force powers like Stun or Horror or by tossing an adhesive grenade.

If your Force attacks are successful, you can safely close the distance with your best melee character and pound Cahhmakt while he's temporarily out of commission. Don't try this if you used an adhesive grenade, however; he can still attack at full strength. Concentrate all your firepower on him before he recovers and you defeat him before he makes a single attack. After the battle, his pair of Sith power gauntlets are yours for the taking.

▸END QUEST **Landing Rights**



VISAS MARR

JEDI SENTINEL LEVEL 6

VITALITY: 30 | ATTACK STYLE: Melee

PREFERRED SKILLS:
Computer Use, Demolitions, Security, Repair,

SPECIAL ABILITIES:
Force Immunity, Force Sight, Jedi Abilities

▸NOTE

If you've held strongly to the light or dark side to this point, Visas Marr will be waiting for you on the *Ebon Hawk* after you've dealt with the Red Eclipse. After fending off her half-hearted attack, she offers her life to you and joins your party.

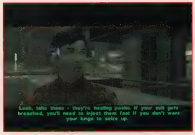
▸NOTE

Before you disembark the ship, equip Atton with the best armor and weapons you have. He must survive a tough solo battle soon, and this is your last chance to prepare him.

THE TRAP IS SPRUNG

Visquis wants to get you alone so he can claim GO-TO's bounty for himself.

Leave the *Ebon Hawk*. Atton receives an incoming holo message from Visquis, a Quarren Exchange boss who invites you to meet him at his private lounge in Jekk'Jekk Tarr, the alien bar. He insists that you come alone. This is the invitation you have been waiting for.



Even though it's an obvious trap, you head off alone to meet Visquis. Jekk'Jekk Tarr is at the Docks' north end. As you head there, Atton catches up to you for a last word of caution and a supply of antidotes (**Waypoint** 2). Take the supplies and continue north to the Docks.

Hanharr's instincts tell him that your friends are in danger.

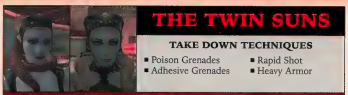
At this point, your path splits. If you have followed the light side, you meet Mira. If you have fallen to the dark side, you meet Hanharr. Either way, you are warned that while Visquis lures you into his trap, your friends are vulnerable targets.

Meanwhile, Atton attempts to relax in the Cantina over a glass of juma. His reverie is interrupted by the Twin Suns, a pair of deadly Twi'lek assassins (Waypoint). They intend to capture him for use as a bargaining credit to bring you to them and steal the bounty away from Visquis. But when Atton refuses to go along quietly, they attack.

THE TWIN SUNS

Take cover behind this table in the corner.

Don't blink, or you'll miss the whole battle.



THE TWIN SUNS

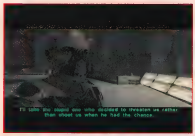
TAKE DOWN TECHNIQUES

- Poison Grenades
- Adhesive Grenades
- Rapid Shot
- Heavy Armor

The Twin Suns are the deadliest challenge you've faced yet. Each Twin wields a Twi'lek spinning blade that is upgraded with damage-boosting enhancements. To make things worse, the twins protect themselves with energy shields and use medpacs on themselves to prolong the fight.

There is an unstoppable and deadly technique for winning this battle, but it requires preparation in advance. Before you meet the Red Eclipse on your ship, carpet the Cantina floor with mines. The explosives remain active until the Twin Suns charge toward Atton, ending the duel in less than one second. But if you haven't planted the mines, it's too late now.

The alternative to rigging the floor with bombs is to fight the honorable way. If you outfitted Atton with your best defensive equipment, this battle is much easier. The Twins' energy shields make blaster fire ineffective, so equip Atton with any type of disruptor if you have one. Pump yourself up with adrenal stims and activate a Mandalorian melee shield to absorb slashing impact. The assassins don't use ranged attacks, so the best strategy is to put some distance between you and them. Adhesive grenades can glue them to the floor, giving you time to pummel them with the damaging kind. A trickier defense is to flee and hope one (or both) of the twins become stuck or lost behind a booth or table, but this may be considered unsporting. If you try to stand up to both girls at once in a melee battle, expect to be slaughtered. You must separate them, stun them, or otherwise keep them at bay, and attack from range.



The Twin Suns were a threat. The Zhugs are not.

After defeating the Twin Suns, Atton rejoins the rest of your group at the *Ebon Hawk*. The debate about what to do next is interrupted by another bounty hunter attack. This time, it's Azanti and his team of deadly Zhugs.

Mira's plan is the only one that seems to be working.

LIGHT SIDE

If you met Mira earlier, the scene shifts to a hidden safe house in the Docks area. Mira seems to have a genuine desire to help you, but you can never trust a bounty hunter. You fall unconscious from a dose of invisible gas while Mira heads off to Jekk'Jekk Tarr in your place.

I was sorting this dart for you, Hanharr, but right now, I need you back and working properly. Stand fitting. I upped the dosage enough to take down a rancor.

DARK SIDE

Mira approaches you as you near the entrance to Jekk'Jekk Tarr and knocks you out with a tranquilizing dart. She has no intention of letting Hanharr or Visquis claim your bounty and enters the alien bar to confront Visquis.

As Mira enters the alien bar in a pressure suit, Visquis seals the door behind you. Don't bother chatting with the patrons; their eerie silence hints that they know what you're in for. As you head to the private chamber at the rear, stock up on raw materials from the chemical vats in the corners of each room. When Mira reaches Visquis' chamber, she reveals herself and questions the Exchange boss about his attempt to steal the Jedi bounty. Visquis responds by jolting Mira into unconsciousness with a blast of electricity.

JEKK'JEKK TARR REVISITED

Jedi Master Zez-Kai Ell finally reveals himself.

You awaken in Mira's safe house. The Jedi Master Zez-Kai Ell appears in a vision. He intends to rescue Mira from Visquis and urges you to follow him. Open the container here for some Echani battle armor, don it, and head for Jekk'Jekk Tarr.

Breath Control provides complete immunity to all poisons.

As you enter Jekk'Jekk Tarr, you're immediately overcome by the toxic fumes. As you collapse, gasping for breath, Kreia makes telepathic contact with you. With her guidance, you learn Breath Control, a secret Force power that seals you in a protective bubble and makes you completely immune to the gas. To negate all poison damage, continually reactivate this power as you travel through Jekk'Jekk Tarr.

Dash through the Gand hive before you're surrounded.

Visquis orders the bar patrons to subdue you and bring you to him. Don't try to fight them all, there are too many and the poisonous vapors slowly drain your health. Run straight to the private lounge in the back (**Waypoint** 8). If a few Gran manage to follow you through, Hanharr helps you finish them off.

Visquis has already fled, but his slaves willingly show you where he went.

Pass through the door in the back of the lounge to enter the Jekk'Jekk Tarr tunnels.

THE LABYRINTH OF TUNNELS

Use Breath Control and the map to get through the tunnels.

This maze of tunnels is laced with mines and full of toxic fumes. Even worse, interference renders your map useless. To get through quickly, step forward and disarm the first mine you see, and go forward through the door (**Waypoint** 23). From there, turn left and go straight to the exit. This route avoids almost all of the mines and minimizes the damage you take from the toxins.

At the end of the tunnels, your progress is blocked by a sealed door that can only be opened from the other side. Fortunately, the warring bounty hunters Mira and Hanharr find a way to let you in after they are betrayed by Visquis. While you are stuck in the tunnels, the Quarren amuses himself by pitting Mira and Hanharr against each other in a battle to the end (**Waypoint** 24). The character you control in this contest depends on your balance with the Force: light side players get Mira, while dark side players take the role of Hanharr.

One of these bounty hunters is departing for the Shadowlands.

Mira is an agile ranged specialist with low strength, while Hanharr's rage is devastating only at close range and carries a defense penalty. The result is a fairly even matchup. No matter who you control, use feats instead of regular attacks and watch your health carefully. The unfortunate remains of Visquis' earlier victims have medpacs and other useful items; grab the supplies before committing to battle for an extra advantage.

MIRA

SCOUT LEVEL 6

VITALITY: 54 | ATTACK STYLE: Ranged

PREFERRED SKILLS:
Demolitions, Security, Stealth

SPECIAL ABILITIES:
Point Guard, Wrist Mounted Rockets, Precise Shot

HANHARR

SCOUT LEVEL 6

VITALITY: 60 | ATTACK STYLE: Melee

PREFERRED SKILLS:
Demolitions, Stealth, Treat Injury

SPECIAL ABILITIES:
Wookie, Toughness, very high STR and CON

NOTE

When the duel between Mira and Hanharr is over, the survivor joins your party on a permanent basis. You won't be able to get to know them, however, until you're all reunited on the *Ebon Hawk* later.

After the battle, Visquis congratulates the survivor, then releases a pack of kath hounds to complete his act of betrayal. Defeat the beasts, then grab a mine from the room they emerged from. Use the mine to blow open the arena door and run quickly for the emergency elevator (**Waypoint** 25). Activating this elevator simultaneously opens the sealed door back in the tunnels, allowing you to finally enter Visquis' hideout on your own.

The Ubese clan makes its last stand.

Thread your way through the storage rooms at the complex's north end, slaying bounty hunters and collecting items from the containers. The enemies can be dangerous if they outnumber you by too much; don't open any doors until you've defeated the enemies in each area to avoid being overwhelmed.

Computer Use lets you pull off this dramatic sabotage.

Use the ventilation control terminal in the area's center to clear out several of the bounty hunters ahead. You can also download a map or unlock all security doors on the level. Use the nearby workbench to construct security spikes if your supply is low. If you don't have the needed skills, then you must defeat the bounty hunters the old-fashioned way.

Continue making your way south toward the combat pit where Visquis waits. Unfortunately, your revenge is delayed; the Quarren uses his favorite weapon, gas, in an attempt to knock you out. Your Breath Control renders you immune, and as Visquis ponders what to do next, the voice of G0-T0 rings out. The tables have turned, and the Quarren's band of mercenaries reveal who their true master was all along. The mysterious Exchange boss wins the day this time, electrocuting you into submission and taking you on board his orbiting yacht as a hostage…

VOGGA'S SECRET

Mira has a plan to strike at G0-T0's yacht from the inside.

Atton and Mira or Hanharr, meanwhile, try to discover a way to find G0-T0's cloaked ship so they can attempt to rescue you. If you disguise the *Ebon Hawk* as a fuel freighter by stealing a transponder code from Vogga the Hutt's fleet, you could lure G0-T0 into coming for you.

▸BEGIN QUEST **T3-M4 and the Droid Warehouse**

T3-M4 is your only hope at this point. Even if you didn't sell the droid to Kodin earlier, the scavenger has somehow grabbed your droid and sells it to Vogga. You take control of T3-M4 as it rolls into Vogga's warehouse (**Waypoint** 29).

The ion striker scraps droids with amazing ease.

Enter the warehouse and roll past the maintenance droids, looting containers as you go. C6-E3, a whiny protocol droid, complains that the arrogant C7-E3 at the console ahead needs to be taught a lesson.

The door opens only if the two codes match.

▸BEGIN QUEST **Droid Warehouse Door**

Drive to C7-E3 and destroy it. On thanks, C6-E3 opens the door for you so you can enter the next area. Continue through the maze of crates until you reach a sealed door. To open it, you must arrange the eight characters in the top of the display (**Waypoint** 29) to match the ones below. The solution:

- **Rotate the center block counterclockwise.**
- **Rotate the right block clockwise.**
- **Rotate the left block counterclockwise.**

▸END QUEST **Droid Warehouse Door**

Talk to the communications droid inside the secret room to get a blank transponder card. Roll out the way you came. Before you can escape, you must fight a trio of HK-50 assassin droids.

HK-50 ASSASSIN DROIDS

Start the festivities with a few ion grenades to soften up the assassin droids.

Finish off the HK-50s with your ion striker or shock arm.

HK-50

TAKE DOWN TECHNIQUES

- Shock Arm
- Ion Striker
- Ion Grenades
- Droid Energy Shield

The trio of assassin droids attack with blasters. Move in close to give T3-M4 an attack bonus against these foes. Equip an energy shield and activate it at the start of the fight. The HK-50's blaster bolts are mostly neutralized and you can leisurely demolish the assassins with T3-M4's shock arm. For more damage, equip and use a droid ion striker or toss some ion grenades. Monitor your health carefully, and renew your energy shield if it burns out before the battle is finished. Be ready with a repair kit if the HK-50s manage to get a few good shots in.

NOTE

Search the remains of the assassin droids carefully. One of them has the HK control cluster that you need to activate the HK-47 in the *Ebon Hawk*'s storage room.

Wheel out of the warehouse and you are met by Atton, who is astounded that a mere utility droid was able to infiltrate Vogga the Hutt's warehouse and download a transponder code. The scene shifts to the Swoop Garage, where Teinn Tubb uses the codes to change the *Ebon Hawk*'s ID signature. The party takes off and is immediately tractor beamed by G0-T0's yacht; the crime droid thinks he has sprung a clever trap, but he'll think twice after you board his yacht and begin demolishing his defenses.

END QUEST T3-M4 and the Droid Warehouse

END QUEST *Ebon Hawk* ID Signature

THE BOUNTY HUNTERS' REVENGE

Get with the program: Download system commands from droids you meet.

There are twelve computer terminals on G0-T0's yacht.

Choose two characters to form a boarding party. It is up to them to fight their way through stiff automated defenses without your help. The choice of who to select for this important mission is up to you, but we advise sending T3-M4 (whose ion strikers and Computer Use skills are exactly what's needed) and a ranged specialist like Atton or Mira. Consulars are at a disadvantage aboard G0-T0's yacht because the numerous droid enemies are unaffected by most Force powers.

By slicing into the yacht's systems, you can make your job much easier by shutting down or disabling the automated defenses and other subsystems. To do this you need three things: a terminal, a program, and a lockout code. Terminals are found everywhere on the yacht. Programs are specific directives you feed into the terminal, such as SHUT DOWN or RESET. To find these, interact with utility droids such as the one nearby (**Waypoint** 10), from which you receive the SHUT DOWN program.

Watch for the code burst that appears when you destroy a guard droid.

Access the terminal; before you can start sabotaging the yacht, you must enter the count. If you have computer spikes, simply slice through the security program–no codes needed! Otherwise you must venture down the hall to learn the code. Open the door and clear out the mines with blaster fire. Move toward the ship's

center to battle a few droids. Search the remains of the starboard command droid to find the access code for the containment cells. With this code and the SHUT DOWN program, use the terminal to open the yacht's holding cells.

The defense droids that attack here (**Waypoint** 3) broadcast a final transmission as they explode. For those who aren't familiar with binary, the following table deciphers the transmission:

THE COUNT

Code	*Count*	*Code*	*Count*
ZERO ZERO ZERO	0	ONE ZERO ZERO	4
ZERO ZERO ONE	1	ONE ZERO ONE	5
ZERO ONE ZERO	2	ONE ONE ZERO	6
ZERO ONE ONE	3	ONE ONE ONE	7

Return to the first terminal you saw and enter the count (if you weren't able to bypass it with computer spikes). If you enter the wrong code, it changes and you must slay more defense droids to hear the transmission again. When you have entered the correct count, you can download a new program, OVERLOAD; furthermore, you can access security camera feeds to scout out the path ahead.

Dismantle G0-T0's automated security one system at a time.

Enter the starboard cell block to find another damaged utility droid; examine it to learn the access code for the automated turret system. Using a terminal, sabotage the turrets by using the OVERLOAD and SHUT DOWN programs. The turrets don't shut down but turn their blasters on each other. Even better.

Visit both containment cell blocks to find helpful utility droids.

Make your way to the port cell block, taking the aftmost halls to avoid the berserk turrets. In the last cell, find yet another utility droid and learn the RESET program from it (**Waypoint** 4). Use RESET to cancel the overload program you used earlier, then take the hallway that leads to the audience chamber. The weakened turrets here are easily dismantled.

When everyone's reunited, check all terminals for useful codes before departing.

Rescued at last (**Waypoint** 5). When you enter the audience chamber, you are finally able to rejoin your companions. Before leaving, check the terminal to get access codes for the power distribution system. With your team at full strength, head for the bow of the yacht.

Don't try running through here until you shut down the mine system.

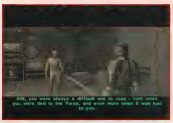
Use ion grenades and ranged weapons to destroy the turrets in the exterior defense room. As you make progress, G0-T0 activates minefields in your path (**Waypoint** 6). To get past, take a few ranged shots at the large droids on the other side of the mines. Don't destroy them yet; let them come to you. Scrap them with melee attacks and check the remains for the code to the minefield defense system. Backtrack and use a terminal to OVERLOAD or SHUT DOWN the mines before moving onto the bridge.

Disable the yacht's cloaking device with the primary bridge console.

When you arrive on the bridge, search the container in the corner for the final access code, which allows you to modify the droid controller. It doesn't help much now that you've fought your way this far, but if any remain, you can permanently deactivate them with this code. The most important task here is to use the primary power system terminal to SHUT DOWN the power distribution system (**Waypoint** 7). This coup de grâce disables the yacht's cloaking device. Within moments, hordes of bounty hunter ships converge on the yacht.

Your last task is to escape to the *Ebon Hawk* and leave G0-T0 to the ravenous bounty hunters he betrayed. Fight past a squad of Zhugs to meet your old friends, the Twin Suns. This time, however, *they* are the ones who are outnumbered; their deaths are assured. Carve a swath to the starboard docking bay, board your ship, and take off just as the Exchange boss' yacht explodes in a massive fireball.

JEDI MASTER ZEZ-KAI ELL



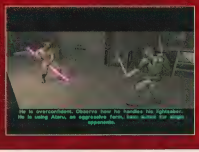
The Jedi Master is on his guard; have you come to save him, or slay him?

SIDE STEP

After regrouping aboard the *Ebon Hawk*, you return to Nar Shaddaa for a final encounter with Master Zez-Kai Ell. As with all of the lost Jedi, those who follow the light side earn the chance to recruit a new ally, while those who have fallen to the dark side engage in a duel.

JEDI MASTER BATTLE

Zez-Kai Ell specializes in melee combat. Use stims and shields before closing in.



Use Zez-Kai Ell's Ataru lightsaber stance against him.

JEDI MASTER ZEZ-KAI ELL

TAKE DOWN TECHNIQUES

- Power Attack or Power Blast
- Force Lightning
- Energy Shields
- Force Resistance

Zez-Kai Ell's true power is revealed in this battle as he unleashes Master Power Attacks with his dual-bladed lightsaber. If your combat skills don't match up, Zez-Kai Ell won't show you any mercy.

Tilt the balance in your favor immediately with a few adrenal stims and, most importantly, your strongest shield. Sentinels and Guardians should focus on attack feats that don't carry a defensive penalty, such as Power Attack. If you are a Consular, avoid mind-affecting powers as Zez-Kai Ell will probably shrug off their effects. Instead, go for guaranteed damage with powers like Force Lightning or Force Whirlwind.

Pause the battle if your health drops below half and immediately change your priority to healing. The Jedi Master needs only a few solid blows to finish you, so keep yourself as fully healed as possible.

Whether in friendship or in battle, you learn the lightsaber stance Ataru after meeting with Zez-Kai Ell. This stance is perfect for one-on-one battles, like the duel you just survived.

NOTE

Before returning to the *Ebon Hawk* in search of the next Jedi, you can finish up some of the sidequests you may be involved in. Talk to Fassa to find work for Odis back in the Refugee Sector, and speak with Vogga to further plans to get another fuel supply for Citadel Station.

EBON HAWK INTERLUDE

G0-T0 stays with you, but only so long as he considers you useful.

After all that it's just put you through, the Exchange boss G0-T0 has the nerve to join your party! He stows away aboard the *Ebon Hawk* to avoid the bounty hunters and condescends to travel with you. Talk with the droid at length to learn its background and gain influence.

G0-T0

EXPERT DROID LEVEL 6

VITALITY: 54 | ATTACK STYLE: Ranged

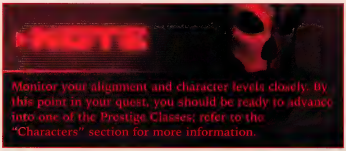
PREFERRED SKILLS:
Computer Use, Security, Stealth, Repair

SPECIAL ABILITIES:
Droid Scrambler, Personal Cloaking Shield, Droid Omniscience Unit

Choose your words carefully, or Mira might get the wrong idea about you.

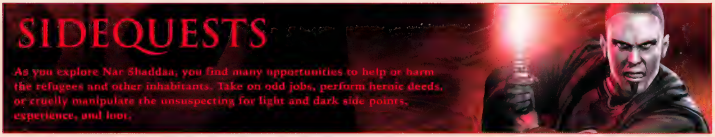
Before selecting your next destination, seek out all of your companions and get to know them. Either Mira or Hanharr will be on board, as well as Visas Marr if you've aligned strongly with the light or dark side. All of your companions have advice and even special abilities to bestow on you, but only if you take the initiative.

When you feel ready, select your next destination at the galaxy map. We strongly recommend heading for Onderon next; choosing this destination actually leads you first to Onderon's largest moon, the beast world of Dxun.



NOTE

Monitor your alignment and character levels closely. By this point in your quest, you should be ready to advance into one of the Prestige Classes; refer to the "Characters" section for more information.



SIDEQUESTS

As you explore Nar Shaddaa, you find many opportunities to help or harm the refugees and other inhabitants. Take on odd jobs, perform heroic deeds, or cruelly manipulate the unsuspecting for light and dark side points, experience, and loot.

BEGIN SIDEQUEST Droid Retrieval

You can buy IT-31 from Kodin or defeat him and take it for free.

After helping TT-32 get his droid back, help yourself to some of his components.

SIDE STEP

When you visit Teinn Tubb's Swoop Garage, his maintenance droid, TT-32, tells you of his predecessor, an obsolete astromech droid designated IT-31 **(Waypoint A1)**. TT-32 mentions some plans for a new type of droid shield that IT-31 retains in its memory core and asks you to recover them. Agree to do so, then leave the Swoop Garage and speak with Kodin, the droid junk dealer **(Waypoint A2)**. He claims to have discovered IT-31 in a salvage pile; discuss a price and buy the droid. For a real bargain, you can offer to buy the memory core alone, leaving IT-31's frame behind as scrap. For dark side points, lace your negotiation with threats. After obtaining IT-31, command it to return to the Swoop Garage. Follow it there and speak with TT-32 to claim your reward: a renewable droid shield. Dark Jedi can demand further compensation, compelling TT-32 to rip out some of his own components to satisfy your greed.

›END SIDEQUEST Droid Retrieval

›BEGIN SIDEQUEST The Overtaxed Ithorian

The Ithorian lives in the Flophouse at the Refugee Docks.

SIDE STEP

Go to the Refugee Docks and enter the Flophouse. Round the corner and open the first apartment on the left to find a lone Ithorian **(Waypoint B)**. Talk to him, and he mistakes you for an Exchange enforcer who's come to collect a debt. Play along with the ruse to trick the poor creature out of 200 credits (dark side), or reveal your true identity and agree to speak with Fassa on his behalf to get the debt forgiven (light side).

›END SIDEQUEST The Overtaxed Ithorian

›BEGIN SIDEQUEST New Trade Routes

Geeda gains better selection and prices as you establish stability in the galaxy.

You can only complete this quest if you sided with Geeda, the Rodian merchant in the Refugee Landing Pad **(Waypoint C)**. Speak with her after you send Oondar packing. She mentions a desire to expand her business to Dantooine and Onderon, but unrest and imminent war make shipping a fool's venture. If you help her open new markets, you can come back later and browse a broader selection of equipment, including the unique HK pacifist module. For now, simply chat with Geeda to initiate the quest.

Find the Rodian merchant in the northeast Landing Pad.

After you've established some stability on Dantooine and Onderon, return to Nar Shaddaa and tell the good news to Geeda. You can immediately reap the benefits of her now-secure cargo by browsing better inventory sold at a friendly discount.

›END SIDEQUEST New Trade Routes

›BEGIN SIDEQUEST Plague Carrier

SIDE STEP

In the Refugee Sector, search near the slums' north entrance to find a dying man named Geriel **(Waypoint D)**. The risk of infection won't deter the light side Jedi. If your Treat Injury skill is high enough, you can cure the disease. Curb the epidemic the evil way by Persuading Geriel to take his own worthless life, an act of savage mercy that really impresses your companions.

Heal the plague victim-or convince him to die.

›END SIDEQUEST Plague Carrier

›BEGIN SIDEQUEST Galactic Reunification

Aaida's plight: She believes her husband to be dead. Unless you killed him, he's fine.

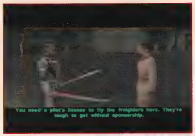
Lootra rewards you handsomely if you help his wife escape the Refugee Sector.

SIDE STEP

Separated by the cruel fortunes of war and oppression, Aaida and Lootra long to be reunited. Getting involved is a good idea, because Lootra has a lightsaber component for you. There is more than one way to get it, however. Speak to Lootra first; find him in the Flophouse **(Waypoint 9)**. Those in the grip of dark side malice can slay Lootra on the spot and simply pluck the component from the man's corpse. A nobler course involves going to the refugee slums and slaying the Exchange thugs that lurk near the north entrance. Then find Aaida **(Waypoint 52)** and tell her the path to the Flophouse is open. Return to Lootra's room to receive his reward.

END SIDEQUEST Galactic Reunification

BEGIN SIDEQUEST Will Work for Fuel



After you blow up G0-T0's yacht, Fassa starts hiring pilots.

Odis, a fuel freighter pilot, is yet another harassed survivor seeking escape from the Refugee Sector **(Waypoint 41)**. He hopes to get back to work as soon as a sponsor for his pilot's license can by found. Fassa, your old friend in the Refugee Docks, is just the connection you need. Talk to the Twi'lek and tell him about Odis; the only problem is that fuel shipping is at a standstill as long as G0-T0's piracy is a threat. To complete this quest, return to Nar Shaddaa after you've confronted the Exchange boss and speak to Fassa again; with shipping lanes open, he's happy to give Odis a job.

END SIDEQUEST Will Work for Fuel

BEGIN SIDEQUEST Personal Airspeeder

Airspeeder dock: Refugee Sector

Airspeeder dock: Docks

Airspeeder dock: Swoop Gallery

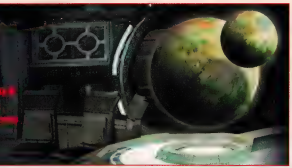
After slaying the Serroco thugs, try to repair the broken airspeeder that's docked in their territory **(Waypoint 68)**. You can then use it to hop quickly from one area of Nar Shaddaa to another. To get the craft airborne, three key parts are needed (see table); locate them around Nar Shaddaa, then use your best skill specialists to make the repairs. The crucial parts and relevant skills are summarized in the following table:

AIRSPEEDER PARTS

Part	*Location*	*Skill*
Maneuvering Flaps	Landing Pad, Swoop Garage	Repair
Navigation Unit	Docks, Pylon 3	Computer Use
Power Cell	Docks, Lassavou	Demolitions
Ignition Code	–	Stealth

END SIDEQUEST Personal Airspeeder

DXUN AREA OVERVIEW



When you enter Onderon space, a fleet of ships immediately attack, forcing you to land the damaged *Ebon Hawk* on Dxun, Onderon's largest moon. Blanketed with thick jungle and teeming with vicious predators, this world conceals a secret Mandalorian base.

MAP 1 DXUN LANDING

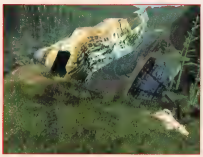
LEGEND

OBJECTS

- Containers
- Terminals
- Main Quest

* Numbers correspond to the waypoints in the walkthrough text

Landing site.



Wrecked ship.

Zhug crash site.

Cannock pack.

As you explore the narrow trails leading away from your landing site, prepare to defend yourself against hordes of wild beasts that attack without fear. Cannocks, which you encountered earlier in the Restoration Zones back on Telos, are native to Dxun. Use ranged weapons to slay them before they get close enough to bite. The same strategy applies to the aggressive maalraas, large carnivores that resemble a cross between a dog and lizard. The various species of predators on Dxun will attack each other if they meet, so use this to your advantage; as the creatures fight each other, hang back and pick off the weakened victors when they finally take notice of you.

Repair the terminal to tamper with droids in the area.

Cannock fodder: Detonate abandoned droids to clear the trail.

Find the wreckage of a Republic droid carrier, nearly covered by plants, on the right side of the path that winds into the jungle. Explore inside the broken hull for salvageable parts and components. Have your Computer Use or Repair expert examine the broken terminal here; you can fix it and check on three rusted scouting droids farther up the trail that never made it back to the crash site. Detonate two of the droids with a power core overload, allowing you to scavenge equipment from their remains. Continue up the trail to find the third droid. Repair the droid for backup.

Dezanti unwittingly orders his men to their deaths.

In close combat, a blaster has no chance against a lightsaber.

DEZANTI

At the top of the trail, you meet Dezanti and his band of overconfident Zhug bounty hunters. Their ship was blasted out of space by the Republic fleet and crashed—but they blame *you*. Since there are only three survivors, you handle them easily. After slaying them, search the site carefully for containers and bodies with useful equipment and items.

Search all wreckage sites thoroughly for anything of value.

Another old wreck lies at a dead end near the crashed Zhug ship. Look in the tall grass for items, parts, and components that survived the crash. Also find a datapad containing the last record of the Republic soldiers who perished soon after their ship went down.

MAP 2 DXUN JUNGLE

LEGEND

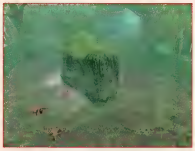
OBJECTS
- Containers
- Mines

Main Quest

* Numbers correspond to the waypoints in the walkthrough text

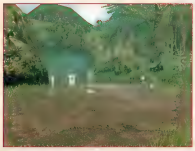
Zakkeg's Lair

This area is a maze of twisting paths that snake through the jungle in all directions. Like the landing area to the south, this place teems with wild beasts. You encounter some tougher species here, like the boma, a thickly muscled brute with a mouthful of needlelike teeth, and the deadly zakkeg, a huge and well-armored monster capable of incredible bursts of speed. As with all such creatures, soften them up from a distance with blaster fire; by the time they charge into melee range, finishing them off is a snap.



Kumus' Bluff

South cache



Central clearing

Northeast cache

The Mandalorians have two concealed caches here. You can only open the blast doors that seal the entrances with very powerful permacrete explosives. Your best grenades and mines aren't strong enough. The first cache, in the area's northwest corner, is already wired with permacrete; detonate the charge to open the door and explore the cache. The second cache is in a small clearing near the landing area's entrance; you can't open it until you've been to Dantooine and have obtained a permacrete charge from the sublevel of the Jedi Enclave there.

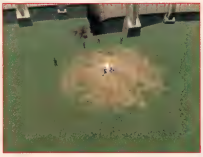
Good. Beasts can be easier to affect than other sentients.
But you must bridge the gap between what distinguishes us
and them.

Encountering a mature boma triggers this lesson from Kreia.

Kreia teaches you a secret Force power, Beast Trick, when you encounter a young boma. Your mentor doesn't have to be in the party for this to occur. With this ability, you can temporarily stun any animal, giving you time to pass by safely; physical attacks free your target from its trance, however. Make liberal use of this power while you're exploring the jungles of Dxun.

MAP 3 MANDALORIAN CAMP

Command center



Battle circle

Hangar and relay dish

MANDALORE

Concealed deep within the jungle, this ruin is still occupied by a sizeable contingent of Mandalorian troops. Because of the recent war they waged against the Jedi, the Mandalorians are generally distrustful and unfriendly. They aren't overtly hostile, however, and you can freely explore the area after you've met with Mandalore, the enigmatic leader. Talk to everyone to activate sidequests and gain esteem in the eyes of the suspicious and proud soldiers.

Quartermaster's depot

KEX

After meeting with Mandalore, you can purchase items from Kex, the quartermaster. Locate him near the base's entrance. He has a variety of excellent armors for sale, so purchase anything you find that's better than your current equipment. If you've got your eye on something expensive, sell off unused or obsolete items for extra credits.

ZHUG

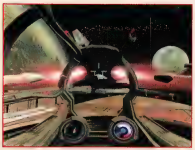
XARGA

Speak to these Mandalorian captains in the camp to find chances to prove yourself. Zhug, the technical expert of the tribe, needs help keeping equipment in working order. Xarga is in charge of training new recruits; he asks you to take up the search for one young soldier who never returned from a jungle patrol.

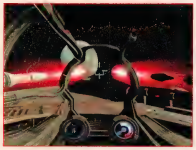
MAIN QUEST PATH

Your goal on Dxun is to meet the Mandalore, leader of his defeated tribe. Earn his grudging respect by excelling in combat or performing useful work around the secret Mandalorian base. In return, he flies you to Onderon in his private shuttle while Atton stays behind to complete repairs on the *Ebon Hawk*.

THE REPUBLIC BLOCKADE



Begin firing immediately, while enemy ships are clustered dead ahead.



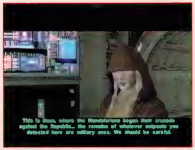
Track targets that drop below your firing arc, and follow their approach.

When you enter the Onderon system, a fleet of ships commanded by the ambitious Colonel Tobin instantly opens fire. While Atton does his best to take evasive action, you must climb into the *Ebon Hawk*'s turret and demolish the attacking A-wings. Ignore the gigantic capital cruisers in the distance (you can't harm them), and focus your blaster fire on the smaller craft diving and swooping around the *Ebon Hawk*. Each enemy ship explodes after one direct hit. After you destroy all six A-wings, Atton makes an emergency landing on Dxun.

BEGIN QUEST **Alternate Route to Onderon**

BEGIN QUEST **Find the Outpost**

No matter how quickly you wiped out the attacking ships in the space battle, the *Ebon Hawk* is too damaged to make the short trip to Onderon. You must seek out other means of transportation. Kreia fills you in on some of the history of Dxun, most notably the fact that the moon is where the Mandalorian Wars began. She suspects that the old enemies of the Republic still maintain a base here, hidden in the jungle. Your next goal is to find them and ask for help getting to Onderon—not a hopeful proposition considering the decades of war that darken your mutual history.


This is Dxun, where the Mandalorians began their crusade against the Republic. The remains of whatever outpost you detected here are military ones. We should be careful.

MORALE AND MORALITY

Put forth the effort to form bonds with your companions. They become stronger for it.

Before you begin your search for the Mandalorian base, speak with each of your companions aboard the *Ebon Hawk* to gain influence and light- or dark-side points. Train with the handmaiden, talk Pazaak with Atton, tinker with T3-M4, and check on Bao-Dur.

If you haven't been to Nar Shaddaa yet, you won't have Visas Marr, G0-T0, Mira, or Hanharr in your party yet. In that case, skip the conversations and just head out to explore Dxun.

If you spoke with Ratrin Vhek, rightful owner of the *Ebon Hawk* on Nar Shaddaa, you can find the secret storage compartment he mentioned in the Starboard Dormitory. Search the compartment for a handful of useful items.

Check the Starboard Dormitory for a hidden compartment if you talked to Ratrin Vehk on Nar Shaddaa.

Exit the ship and select two companions to accompany you on your exploration. Ranged weapons are extremely useful against the many beasts here, so choose Mira, the handmaiden, T3-M4, or anyone with high DEX. Atton would be a good choice, but you must leave him behind to repair the ship.

WELCOME TO THE JUNGLE

Ranged attacks are the safest means of beast disposal.

Follow the path leading away from the *Ebon Hawk*. When possible, slay cannocks from a distance instead of rushing in with drawn swords. Keep a sharp eye out for skeletal remains and other searchable targets concealed in the tall grass.

Use the targeting cursor to find items concealed under tall grass.

Near the path's end, you encounter Dezanti and two other Zhugs (**Waypoint** 1). Slay them, loot their bodies, and continue on to the Dxun jungle area.

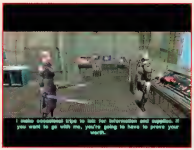
Fight the sentries to earn dark side points—and respect.

SIDE STEP

The many trails and dead ends here are best explored after you've met Mandalore. Go north to find a clearing with the Mandalorian standard and a smoldering campfire (**Waypoint** 2). A few soldiers uncloak when you approach the clearing; they have been instructed to take you into their base to meet their leader, Mandalore. You can fight them if you like (dark side), but it's best to go along peacefully for now.

›END QUEST **Find the Outpost**

EARNING RESPECT



Earn a shuttle ride to Onderon by helping Mandalore.

›BEGIN QUEST **The Price of Passage**

Ask Mandalore about transportation to Onderon. He offers his private shuttle, but first you must prove yourself by doing some work around the camp. There are seven different missions you can accomplish to impress Mandalore. While it's not necessary to do them all, you should still try everything; the more tasks you complete successfully, the stronger your character becomes.

›END QUEST **Alternate Route to Onderon**

EVENT 1: THE SEALED CACHE

›BEGIN QUEST **An Explosive Situation**

If it were really this easy, Mandalore wouldn't ask you to do it.

Pester Mandalore and he gives you a task that helps you gain his trust—he asks you to venture into the jungle and find a sealed cache of supplies that has been wired with heavy explosives. All you have to do is activate the charge to open the cache.

STEALTH
If Mandalore sees you approach the door at the ramp's top, he stops you. Enter stealth mode to reach the door and raid the warrior's private arsenal without getting caught.

This relay triggers the permacrete explosives set around the cache door.

Leave the Mandalorian base and enter the jungle. The hidden cache is in the area's northeast corner. Head along the east trail from the clearing where you met the Mandalorians, then turn right at the first intersection. Keep following the trail north and east until you reach the cache (**Waypoint** 3).

Target the most dangerous beasts first, then attack the weaker ones.

Find the permacrete charge detonator near the sealed entrance to the cache and examine it to set off the explosives. A herd of beasts are attracted by the sound and stampede in to attack. Slay them all before entering the cache for a look around.

Mira can explore the cache without fear of setting off the mines.

Activate the foreman droid in 'follow the leader' mode to incite mass destruction.

The Mandalorian cache is protected by several deadly mines. High rank in both Awareness and Demolitions are needed to explore the cache safely. The best person for the job is Mira; her Point Guard ability allows the whole party to walk safely over mines without triggering them. If you don't have her in the party, Bao-Dur makes a good substitute.

There are several containers full of supplies within the cache, but they are blocked by a dozen inactive construction droids. Those with good Repair or Computer Use skills can program the droids to move out of the way. Alternatively, you can simply begin bashing the droids, causing them all to attack; their neglected condition means they pose little threat. After moving or destroying the droids, you can freely help yourself to the supplies here. When you're through, return to the Mandalorian Ruins and talk to Mandalore to complete the quest.

›END QUEST **An Explosive Situation**

EVENT 2: ZUKA'S REQUESTS

Zuka struggles to keep the Mandalorian equipment from being overgrown.

Locate Zuka near the entrance to the Mandalorian Ruins (**Waypoint** 4). He's trying to repair a relay dish, but the inexorable growth of jungle plants has ruined some of his equipment. Offer to help him and he gives you two separate quests to undertake.

›BEGIN QUEST **Tech Assistance**

Computer Use allows you to get the telemetry computer online for Zuka.

To get the relay dish working, there are two tasks to complete. Bring in Bao-Dur, or anyone with a high Repair skill, for the job. First, check the broken wires next to Zuka and repair them. Next, head for the small room underneath the relay dish at the complex's north end. Check the telemetry computer next to the workbench; if you don't have enough computer spikes to fix it, summon T3-M4 to produce some for you. When everything's fixed, return to Zuka and he thanks you for a job well done and gives you a few parts and components.

›END QUEST **Tech Assistance**

›BEGIN QUEST **Trouble with Cannocks**

Only a tenacious cannock-hunter will find all three phase pulse converter pieces.

Zuka's second request is to help him recover a phase-pulse converter he needs in order to finish his repairs. The part was devoured by the cannocks that stalk the Dxun jungle. To complete this quest, thoroughly explore the jungle paths, slaying every cannock that you meet. The cannocks are found in random locations, but all are within the Dxun jungle area. Carefully search the remains of each cannock until you find all three pieces of the phase-pulse converter, then bring the pieces back to Zuka to complete the quest.

›END QUEST **Trouble with Cannocks**

EVENT 3: KING OF THE JUNGLE

›BEGIN QUEST **Zakkeg Challenge**

Impress the guard captain by slaying a zakkeg, Dxun's mightiest beast.

Speak with the Mandalorian guard captain by the ruin entrance **(Waypoint 5)**. Ask him about the beasts that prowl Dxun and he tells you of the deadly zakkeg, an armored beast that is capable of incredible bursts of speed despite its vast bulk. If you can defeat the zakkeg and bring back one of its ears as proof, you will have made a big impression on the Mandalorians.

Ranged weapons give you a huge advantage against the zakkeg.

The zakkeg deals massive damage at close range. Don't tackle it head-on.

To locate the zakkeg, head south from the guard captain to enter the jungle. Take the first trail leading left from the clearing and follow it west and south to reach the zakkeg's lair at the path's end **(Waypoint 6)**. When you first spy the zakkeg in the distance, equip every character with ranged weapons and pelt it with blaster fire from a distance. The beast tries to charge down the path toward you, but if you begin your attack from maximum range, it won't be able to squeeze through the narrow path to reach you. Keep firing from a safe distance until the beast drops, then collect the trophy ear from its remains. Search its lair thoroughly for valuables before returning to the Mandalorian guard captain to show off your trophy and complete the quest.

›END QUEST **Zakkeg Challenge**

EVENT 4: GUERILLA WARFARE

Seek out Kelborn and offer to help him hunt down trespassers.

▸BEGIN QUEST **Scout Hunt**

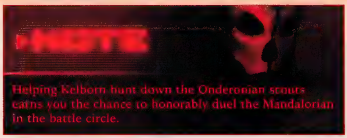
In the Dxun jungle, head west and south from the clearing by the entrance to the Mandalorian Ruins. You find Kelborn, who's searching for scouts from a ship that's landed in the area **(Waypoint 7)**. Agree to help him locate the scouts to begin the quest.

While the scouts fend off beasts, you can move in for a devastating ambush.

From the place where you met Kelborn, venture south along the path until you encounter the first scout patrol; you overhear that they were sent by Colonel Tobin, the Onderonian officer who fired on the *Ebon Hawk* when you arrived in Onderon space. They attack on sight **(Waypoint 8)**. Destroy them and continue exploring the trail to meet a second group of scouts that are being assaulted by bomas. Hang back and attack with ranged weapons, letting the bomas do some of the work for you. When the scouts are obliterated, mop up the beasts and examine all of the remains for items or equipment.

Kelborn's skills are shown by the bodies left in his wake.

Keep following the trail and take the first branch on the right to meet back up with Kelborn. He's eliminated the remaining scouts. Good work, you've finished the quest!


NOTE
Helping Kelborn hunt down the Onderonian scouts earns you the chance to honorably duel the Mandalorian in the battle circle.

▸END QUEST **Scout Hunt**

EVENT 5: KUMUS' PREDICAMENT

Xarga asks you to discover the fate of a scout who vanished in the jungle.

▸BEGIN QUEST **Missing Mandalorian**

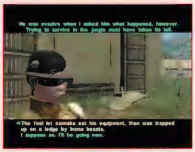
Speak to Xarga, a Mandalorian officer found near the entrance to the ruins. He's on the east side, monitoring four soldiers engaged in combat exercises **(Waypoint 9)**. He tells you of a missing warrior, Kumus, who vanished into the jungle three days ago and is presumed gone forever. He asks you to search the jungle for Kumus' remains and bring back his equipment. Agree to help in order to activate the quest.

Xarga, my commander, told me to prove myself by taking explosives to those sites and unarming the caches, if they exist.
So how did you get up there?
What happened?
Did you find any caches?

Kumus' fate lies in your hands.

SIDE STEP

Head back into the Dxun jungle and follow the paths north and east to find Kumus **(Waypoint 0)**. It turns out he's not quite finished after all; he climbed a steep bluff to escape a pack of bomas, spent all his ammunition, and became trapped. The permacrete charges he brought along are still active; you can detonate the explosive, detonating Kumus and earning dark-side points, or you can slay the bomas and rescue the hapless Mandalorian, earning light-side points.


He was evasive when I asked him what happened, however. Trying to survive in the jungle must have taken its toll.
The fool let zamaka eat his equipment, then was trapped up on a ledge by bome beasts.
I suppose so. I'll be going now.

For a light side bonus, don't reveal Kumus' humiliating secret.

SIDE STEP

After finding Kumus, return to the Mandalorian Ruins and report your findings to Xarga. If you rescued Kumus, you find him here as well. He begs you to keep silent about his embarrassing predicament; honor his request when you speak to Xarga for light-side points, or reveal his humiliation in the sight of all for dark-side points. Xarga rewards you with a random item for your efforts. If you destroyed Kumus, you get nothing.

›END QUEST Missing Mandalorian

EVENT 6: MANDALORIAN GLADIATORS

Speak to the Mandalorian sergeant to test your skill in the battle circle.

›BEGIN QUEST Battle Circle

To activate this quest, locate the battle circle in the north part of the Mandalorian Ruins **(Waypoint 0)**. You can compete in five one-on-one battles with different Mandalorian soldiers to earn experience points and prestige. Speak with the Mandalorian sergeant to begin the first battle.

Davrel is a fresh recruit and hasn't had much fighting experience.

Your first opponent is Davrel, a young recruit with little battle experience. You aren't allowed to use any weapons or Force powers during this battle, but you can use any melee combat feats you know. You should have little trouble defeating this inexperienced opponent.

NOTE

Davrel's pride won't let him forget the beating you gave him. Leave the Mandalorian camp to find the recruit spoiling for a fight outside the battle circle—a fight to the finish. After granting his request, search his remains for nice equipment.

Kex agrees to fight on your terms, which means any weapon you have.

Speak with the Mandalorian sergeant to initiate the second battle. This time you are challenged by Kex, the quartermaster. You can choose the terms for this battle: unarmed or with weapons. Choose the latter to easily defeat the arrogant quartermaster, earning further renown among the Mandalorians.

Force powers aren't allowed, but with combat feats you don't need them.

Your next opponent is Tagren. This battle is like the first—no weapons or Force powers are allowed. Tagren is a better opponent than

Davrel, but your unarmed specialist feats should be more than enough advantage for you to win easily.

NOTE

To earn the right to battle the two strongest champions of the battle circle, you must have met Kelborn in the Dxun jungle and successfully completed the Scout Hunt quest.

Kelborn chooses to fight with the blade.

The fourth battle is against Kelborn, whom you met in the Dxun jungle earlier. In this fight you are automatically equipped with a dueling vibroblade. Attack with this weapon only; Force powers are again forbidden during this fight. Kelborn is a tough opponent, and unless you are well armored, he can easily defeat you. Equip your best protective gear before speaking to the Mandalorian sergeant to begin the fight.

Bralor wants to fight against your full arsenal. This helps you end the battle quickly.

If you defeat Kelborn, you earn the right to battle the toughest soldier in the camp: Bralor. He agrees to fight on any terms, so don't hesitate to unleash your strongest Force powers and attacks on him. After winning the fight and earning the highest battle honors of the Mandalorians, the sergeant rewards you with a random weapon. This completes the quest.

▸END QUEST	Battle Circle

THE SITH ATTACK

Report to Mandalore to learn if you have proven your worth.

Help the exiles defend their camp against Sith assassins.

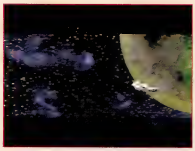
NOTE

If there's anything you need aboard the *Ebon Hawk*, go back for it now. This includes any equipment carried by party members you left behind earlier. After Mandalore shuttles you to Onderon, you won't be able to get any of it back until you return to Dxun later on.

Speak to Mandalore between quests and he lets you know when you've earned enough renown to merit a shuttle ride to Onderon. Your departure is interrupted, however, by a surprise attack from an army of Sith assassins. Fortunately, the Mandalorians will fight with you during this battle. Make your way through the Mandalorian camp, slaying any Sith assassins you see. Don't worry about the Mandalorians; they can't be slain. In fact, you can sit back and watch the Mandalorians do all the work for you, but they aren't as strong as you, and the battle could rage for a long time before they win on their own. There is no end to the onslaught; after you've taken out a dozen or so Sith, Mandalore suggests that you leave immediately in the hopes of saving his camp from the assault. After all, the Sith only attacked because you were there.

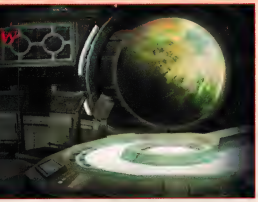
▸END QUEST	The Price of Passage

The Mandalorian shuttle takes off for Onderon's capital city, Iziz. You are stuck in Iziz until you can meet Jedi Master Kavar and complete your business there, so prepare for an arduous journey.



ONDERON

AREA OVERVIEW



Onderon is torn by conflict between Queen Talia, the rightful ruler, and her cousin General Vaklu, a usurper seeking to wrest control away from the Queen. You can support Queen Talia and the Onderonians if you're holding to the light side, or back General Vaklu in his coup to overthrow the Queen if you're on the dark side. The captial city, Iziz, provides the stage on which the drama unfolds.

MAP 1 IZIZ SPACEPORT

LEGEND

OBJECTS
- Containers
- Merchants
- Terminals

Main Quest

* Numbers correspond to the waypoints in the walkthrough text

Iziz Spaceport

The spaceport features a large plaza where many Onderonians mill about restlessly. Talk with them to get an idea of the anxious mood that's settling over the population. Mandalore's shuttle is parked in the dock on the spaceport's north side. You won't be able to take off, however, until your business on Iziz is completed.

Unfortunately you have no recourse but to slay the Boma.

BEAST RIDER

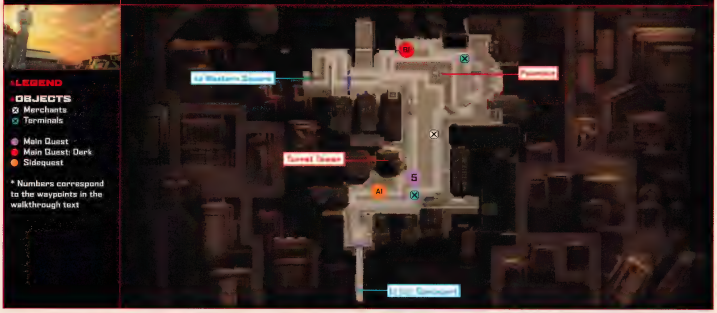
A Beast Rider watches over his restless cargo on the plaza's south side. Shipping delays have caused the caged beasts to become restless and unpredictable. The large nearby boma bursts from its cell and you have no choice but to slay the poor creature. Reply to the Beast Rider's thanks with kindness (light side), or slay him for his impudence (dark side).

With a sales pitch like this, you must check out his wares.

MARGAR

Margar, an Aqualish merchant, has set up a store opposite the entrance to the Merchant's Quarter. Since weapon sales are restricted inside the city, he's forced to do business here in the spaceport. Make a few choice purchases here.

MAP 2 MERCHANT QUARTER



Merchant Quarter

CAPTAIN RIIKEN

The bustling Merchant Quarter is full of soldiers and ordinary citizens; there is a palpable sense of anxiety radiating from every person you talk to. Captain Riiken stands at the door of the turret tower and catches you up on Onderonian history if you have the patience to listen to his tale. When you find evidence of Dhagon Gent's innocence, bring it to Riiken and he releases the prisoner.

The selection isn't great but the prices are low.

There is one merchant here, Gegorran. Locate him near area's the center. He has few weapons for sale, but his selection of armor and healing items is excellent. If you see anything you like, don't hesitate to buy it!

Ponlar's charged words can cause the crowd to riot.

PONLAR

SIDE STEP

Ponlar, a disgruntled citizen, is holding an impromptu rally by the large fountain. His dissatisfaction with Queen Talia seems to resonate with the crowd, and you're invited to share your own opinions. As you spend time in Iziz, tension mounts and eventually a riot breaks out. Help the Onderonian soldiers subdue the crowd (light side), or incite chaos by supporting Ponlar and slaughtering the soldiers (dark side).

Speak your mind on the political situation in Iziz.

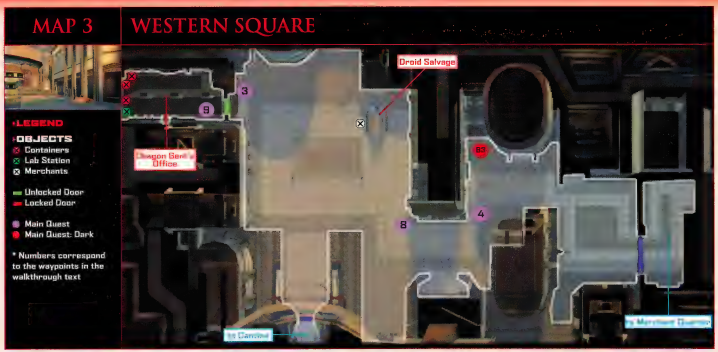
West of the fountain, a Twi'lek and Devaronian debate the political situation. You and your companions can join the conversation for further insight; use this chance to reinforce your influence over your friends.

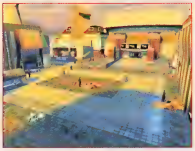
The Sky Ramp is off limits, but you can visit it when you return to Onderon later.

CAPTAIN BOSTUKO

The gate leading to the palace north of the Merchant Quarter is blocked by Captain Bostuko, a loyal veteran of the Mandalorian Wars. No amount of persuasion convinces him to let you past, so just make a note of his location for now. You can find another way to get by him later.

MAP 3 WESTERN SQUARE





Western Square.

This area of Iziz is home to the seedier elements. Bounty hunter attacks are likely, but after you defeat a few of them, most of the thugs show you a healthy respect. Garbage and wreckage are strewn everywhere, and desperate commoners sift through the debris looking for anything of value.

NOTE

With 1B-8D's component, you should have all the parts needed to activate the assassin droid when you finally get back to your ship. It sounds suicidal, but when HK-47 starts taking your orders, you're on your way to commanding the strongest ranged attack specialist in your group.

You can reprogram 1B-8D to give you a discount.

Dhagon Gent's Office.

1B-8D

The lone droid in this area, 1B-8D, sells droid parts and supplies. Buy the HK vocabulator from him; it's one of the essential components needed to reactivate the broken HK-47 droid back on the *Ebon Hawk*. Bring T3-M4 along and talk to 1B-8D with your droid; select the Repair option to tinker with the vendor's market protocols, and then you can buy items at a discount.

DHAGON GENT

Dhagon Gent's apartment lies off the northwest of the main plaza. It's unlocked, so go in and look for a few valuables. There's also a lab station you can use. After you clear Dhagon of the murder charges, he awaits you here.

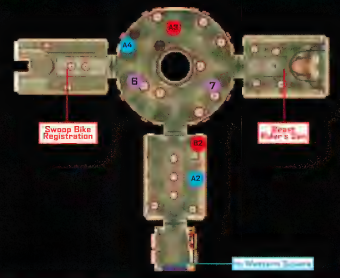
MAP 4 IZIZ CANTINA

LEGEND

OBJECTS
None

- Main Quest
- Main Quest: Light
- Main Quest: Dark

* Numbers correspond to the waypoints in the walkthrough text



Cantina swoop bar.

Found on the Western Square's south side, the Iziz Cantina is unusual in that thugs, spacers, and regulars all mingle in an uneasy truce. You are warned not to upset the balance when you enter; of course, events propel you into conflict no matter how hard you try to avoid it.

Cantina entrance.

QIMTIQ

Qimtiq, an aloof Quarren, owns the Iziz Cantina and manages the swoop bike races. Locate him in the hall on the left. He warns you of the dangerous obstacles littering the swoop track and arranges heats for you if you want to earn some extra credits. It costs 100 credits to race, but by winning each variation of the course, you can pocket 500, 2,000, or 5,000 credits.

HINTS

If you have a high Persuade skill, you can convince Qimtiq to cut you in on his profits. The Quarren agrees to a 500 credit bonus on any race that you win.

ONDERON SWOOP TRACK RECORDS

Rank	*Racer*	*Record*	*Prize (Credits)*
3rd	Panar	53:88	500
3rd	Panar: Grudge Match	49:22	500
2nd	M'Sadaar	44:77	2,000
1st	Jonra Far	Unknown	5,000
	Galactic Record	37:60	

ONDERON MAIN PATH

JONRAFAR
M'SADAAR
PANAR

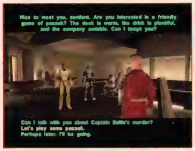
You find Onderon's three best swoop racers around the Cantina. Speak with them for tips on surviving the dangers of the swoop track. They are generally unfriendly to competitors like yourself, but the rules of the Cantina ban those who cause trouble.

I am Gormo, captain of the Trevigar. I've been stuck on this far away & much forsaken moon ever since losing homeward stable my starport visa.

Think carefully before deciding whom to give your starship visa to.

GORMO
SAKARIE

Many travelers are stranded on Onderon because they lack the needed starport visas required for departure. Gormo, near the entrance, offers to pay 500 credits for a blank visa. You can get a better deal from Sakarie, however; she has a rare Qixoni lightsaber crystal to trade. Look for usable starport visas on the remains of bounty hunters you slay.


Nice to meet you, wanbee. Are you interested in a friendly game of pazaak? The dealt is mine, I'm able to plausible, and the company sensible. Can I tempt you?
Can I talk with you about Captain Sullio's murder?
Let's play some pazaak.
Perhaps later. I'll be going.

Nikko eagerly challenges you to a game of Pazaak.

NIKKO
KIPH

As you attempt to unravel the clues surrounding the murder of Captain Sullio, two Cantina patrons play a key role. Nikko knew the victim and her accused murderer well and provides valuable information; he also plays a mean game of Pazaak. Kiph is a Twi'lek slicer who can wipe starport visas so that they can be reassigned to anyone; a priceless talent in Iziz. He was in the Cantina the night of the murder and his skills are needed to solve the mystery.

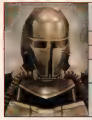
MAIN QUEST PATH

To find Jedi Master Kavar, you must seek out a doctor by the name of Dhagon Gent. Unfortunately, the doctor has been wrongly imprisoned for the murder of his friend, Captain Sullio. Find proof of his innocence to get the charges dropped and arrange a meeting with Kavar.

›BEGIN QUEST	Master of the Palace
›SIDEQUEST	Starport Visa

Now, was there something else you needed?
What's your take on the Republic?
What was it you wanted to ask me?
Can you tell me about the Mandalorians?

Mandalore vows his allegiance to you, but not his servitude.



Mandalore

SOLDIER LEVEL 5

VITALITY: 54 | ATTACK STYLE: Melee

PREFERRED SKILLS:
Demolitions, Security, Repair, Treat Injury

SPECIAL ABILITIES:
Implant Switching, Mandalorian Courage, Mandalorian's Armor, Create Adrenal Stims

After Mandalore's private shuttle lands in the docking bay, talk with him to learn more about the situation on Onderon (**Waypoint** 1). Head into the main plaza, where the dock master issues you a starport visa; this vital document grants you permission to leave the planet when your business is concluded.

MARTIAL LAW

Endure the guard's interrogation before entering Iziz.

Explore the plaza and speak to everyone. Check the news terminals to watch a holo recording with the latest news on the skirmishes happening in orbit. When you're ready to move on, approach the gate leading to the Merchant Quarter. An Onderonian soldier questions you; just Persuade him to let you by (Waypoint 2).

Your actions can save the reporter, or condemn him.

SIDE STEP

As you enter, look for a trio of Vaklu soldiers harassing an old reporter. They accuse him of treason and threaten harsh interrogation. If you have tasted the dark side, this may sound like a great idea. Intercede on the helpless citizen's behalf for a light side bonus.

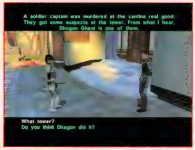
▸SIDEQUEST **A Matter of Leadership**

Move through the area, chatting up the locals and rummaging through containers. There are several inactive turrets; ignore them for now. After you explore everywhere, head through the northwest gate to the Western Square.

Use force powers and ranged attacks to take down the grenadiers in the back ranks.

A team of bounty hunters attack when you enter. Concentrate on taking out the leader first, then mop up the weaker enemies. Search the remains for valuables and head for Dhagon Gent's apartment (Waypoint 3). The man standing outside informs you that the doctor isn't home; he's been arrested for murder.

▸BEGIN QUEST **A Doctor's Alibi**


A soldier captain was murdered at the cantina real quick. They got some suspects at the tower. From what I hear, Dhagon Ghast is one of them.
What tower?
Do you think Dhagon did it?

Learn of Dhagon Gent's arrest by speaking to eyewitnesses in the Western Square.

Take time to look around. Visit the Cantina for swoop racing or a game of Pazaak, and buy the HK component from 1B-8D. The thugs here aren't dangerous, so feel free to talk with them. Replenish your health if needed before you return to the Merchant Quarter; more bounty hunters are waiting for you on the way out.

When fighting large groups, tackle the most dangerous enemies first.

This group (Waypoint 3) is a little tougher than the one you fought earlier. While the Twi'lek who leads the band wastes time with threats, several bounty hunters close in behind you. Even though you're surrounded, this battle is easy to win. Target the largest group of enemies with area effects like grenades or Force powers (Horror works wonders) while your melee character duels the Twi'lek. When the leader falls, turn your attention to the underlings. After the battle, search the remains carefully to find a bounty hunter starport visa; as you know, this item is priceless on a besieged world like Onderon.

MURDER MOST FOUL

Captian Riiken runs the investigation into Sullio's murder.

Back in the Merchant's Quarter, seek out Captain Riiken by the turret tower (**Waypoint** 5). Ask him how you can clear Dhagon Gent of the murder charges; he advises you to begin your investigation at the Cantina. Perhaps some of the patrons who witnessed Captain Sullio's last moments can shed some light on the situation....

Nikko plays a key role in your search for justice.

Return to the Cantina. You must trigger a complex series of conversations here to obtain evidence of Dhagon Gent's innocence. First, talk to Nikko, the Pazzak player (**Waypoint** 8). Ask him about the murders, and he expresses disbelief that Dhagon Gent would ever commit such a terrible crime.

Next, speak with the Twi'lek Kiph (**Waypoint** 7). He saw Dhagon Gent and Captain Sullio arguing that night, and his report to the authorities seems to have been the key evidence they used to arrest him. Pass this information back to Nikko, who says the doctor and captain were renowned for their mutual abuse—it was their way of flirting.

It might be a good idea to look at the crime scene. We fought many soldiers in the Mandalorian Wars. The Onderonians were certainly brave - but they were disorganized and undisciplined. I'm surprised if they overlooked something.

The bloodstains are a clue that you can find evidence here.

Nikko tells you Captain Sullio's body was found outside the Cantina in a pile of garbage. Head outside and locate a bloodstained trash pile (**Waypoint** 6). Search carefully here to find the remains of a broken droid. Go back into the Cantina and tell Kiph about your find. If you had the droid's head, it might contain a record of the murder.

The scoundrel appears to be the perfect fence for droid parts. There is a droid vendor called 1B-8D. That droid is as dumb as a Ramonran. He'll buy anything because he's too stupid to do anything else.

Panar tells you where to look for scavenged droid parts.

Head into the Beast Rider's Den and talk to Panar. He advises that if you're looking for droid parts, the likeliest source is 1B-8D, the droid vendor in the Western Square. Return there and buy the remains for 25 credits, then come back to the Cantina and show them to Kiph.

The serving droid's last moments hold the proof that Dhagon Gent is innocent.

The records that Kiph extracts from the droid remains prove the murderer must have come from the Merchant Quarter, and therefore it couldn't have been Dhagon Gent. At last you have the evidence you need! Show the recording to Nikko and he goes with you to present your case to Captain Riiken.

END QUEST **A Doctor's Alibi**

THE BEAST RIDERS

Dhagon Gent arranges a meeting with Master Kavar after you recover his datapad.

While the murder remains unsolved, at least Dhagon Gent's name is cleared. Back in the doctor's office, you learn that while he was imprisoned, looters made off with the encrypted datapad that contains all of Dhagon's contact information. You're rewarded with an energy cell component for your lightsaber and sent off to the Cantina to recover the doctor's datapad.

BEGIN QUEST **Cantina Rats**

Combining melee and ranged attacks makes short work of Bakkel.

Before you confront the Beast Riders, save your game and activate an energy shield for your weakest party member. Head into the Beast Rider's Den and talk to Bakkel. She doesn't hesitate to attack. Concentrate on taking Bakkel out first; when she drops, finish off the rest of her gang. Search her remains after the battle to find Dhagon Gent's datapad and her starport visa.

›END QUEST **Cantina Rats**

ESCAPE FROM ONDERON

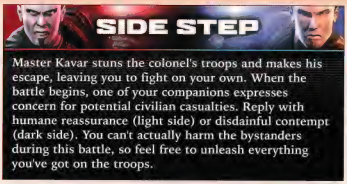
Great going, Stern. With these I'll check my contacts at the palace. I should be able to get a meeting with your Jedi Master shortly.

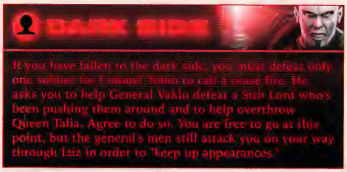
Dhagon Gent contacts Master Kavar on your behalf.

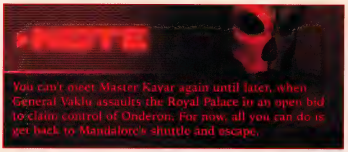
Return to the doctor's room and give him the datapad to call a meeting with Jedi Master Kavar, but only if you've finished any other loose ends you may have on Onderon. Iziz is crawling with Vaklu troopers from this point on.

The Cantina becomes a trap when Colonel Tobin interrupts your meeting with Master Kavar.

The scene shifts to the Cantina, where Master Kavar awaits. Your conversation is interrupted by Colonel Tobin, General Vaklu's most loyal servant, who has been monitoring your activities all along. He hopes to destroy the Jedi Master now that you've lured him out of hiding.


SIDE STEP
Master Kavar stuns the colonel's troops and makes his escape, leaving you to fight on your own. When the battle begins, one of your companions expresses concern for potential civilian casualties. Reply with humane reassurance (light side) or disdainful contempt (dark side). You can't actually harm the bystanders during this battle, so feel free to unleash everything you've got on the troops.


DARK SIDE
If you have fallen to the dark side, you must defeat only one soldier for Colonel Tobin to call a cease fire. He asks you to help General Vaklu defeat a Sith Lord who's been pushing them around and to help overthrow Queen Talia. Agree to do so. You are free to go at this point, but the general's men still attack you on your way through Iziz in order to "keep up appearances."


NOTE
You can't meet Master Kavar again until later, when General Vaklu assaults the Royal Palace in an open bid to claim control of Onderon. For now, all you can do is get back to Mandalore's shuttle and escape.

When weaker enemies are grouped together, Force Powers have their greatest effect.

›BEGIN QUEST **Escape from the Merchant Quarter**

Leave the Cantina and begin fighting your way back to Mandalore's private shuttle in the landing zone. Almost a dozen men stand between you and the Merchant Quarter. Keep a tight rein on your party members so they don't run off and get slaughtered. Deal with the first knot of enemies first, then pause to heal yourself and save the game before dealing with the remaining enemies.

Use blasters or Force Powers to destroy turrets that are out of melee range.

As you pass through the Merchant Quarter, the defense turrets you saw earlier suddenly activate and begin spraying you with blaster fire. Demolish them with grenades, ranged attacks, and Force lightning, then continue on to the starport. Safely aboard Mandalore's shuttle, you fly back to Dxun, where the *Ebon Hawk* and your companions have been waiting.

▸END QUEST	Escape from the Merchant Quarter

Mandalore decides to stick around for a while.

After landing, Mandalore informs you that he's now joining your quest on a permanent basis. Like all of your companions, the ambitious Mandalore is driven by complex factors and has the potential to attain legendary power. Keep speaking to him throughout your journeys to learn more. Form a new party and hike back through the jungle to the *Ebon Hawk*; you can now take off and set course for a new planet.

NOTE

You can finally install the final component of HK-47 that you bought from ID-8D, activating the assassin droid as a new party memeber. Its devastating ranged attack potential is a welcome addition to your arsenal.

HK-47	
COMBAT DROID LEVEL 6	
VITALITY: 72	ATTACK STYLE: Ranged
PREFERRED SKILLS: Computer Use, Demolitions, Security, Repair	
SPECIAL ABILITIES: Assassin Protocols, Assassin Rifle, Pacifist Unit	

SIDEQUESTS

While you're unravelling the mystery behind Captain Sullie's murder, speak with the Onderonians to take on sidequests. Many stranded citizens are in need of starport visas; these vital documents are the only legitimate ticket out of Iziz. Dark-side players can also tilt the balance of the civil war by working as an assassin for General Vaklu.

▸A. BEGIN SIDEQUEST	Starport Visa

Search the Twi'lek bounty hunter for the first starport visa.

There are many people in Iziz who are desperately searching for a starport visa so they can escape the city before war breaks out. As you work on getting Dhagon Gent released from prison, you can find two of these precious documents; unfortunately, there are five potential persons to give them to. Give away both visas to complete this quest. Your choice of who to deal with can strongly affect your balance with the Force.

A second starport visa is found on Bikkel's remains after you defeat her in the Cantina.

Search the Twi'lek bounty hunter's remains as you leave the Western Square to find the first starport visa; you must pay Kiph 500 credits to convert it to an "open" visa. Another one is left behind when you slay the Beast Rider Bakkel in the cantina; her visa is already open, so you can use it immediately. Now you must decide....

TERLYN

One good Terlyn: Gain light side prestige by freely giving the widow a starport visa.

LIGHT SIDE

Find Terlyn at the Merchant Quarter's south end (**Waypoint** A1). Her husband was eliminated for trying to assassinate General Vaklu; now a widow, nothing remains for her in Iziz but the threat of war. Show your support for Queen Talia and the forces of good by giving Terlyn a visa, allowing her and her young children to escape.

TOLAS

Strictly business: Sell a starport visa to Tolas for 2,000 credits.

If you love the sound of cold hard credits, consider supplying a visa to Tolas. He's also found in the Merchant Quarter (**Waypoint** A1), and he makes you a straightforward offer: he'll buy a starport visa from you for 2,000 credits. With a high Persuade skill, you can increase his offer to 3,000 credits.

GORMO

Gormo already has a ship, all he needs is a starport visa.

LIGHT SIDE

Other candidates are found in the Cantina. Gormo, the stranded Duros captain, lingers near the entrance (**Waypoint** A2). He can pay you only 500 credits; give him the visa for free (from one space captain to another) for a light side bonus.

SAKARIE

If you favor the dark side, you're well rewarded by giving a starport visa to Sakarie.

DARK SIDE

The fourth choice is Sakarie, a smuggler. Locate her at the back of the Cantina (**Waypoint** A2). Thanks to her thriving life of crime, she makes you the best offer: Choose a premium weapon, 5,000 credits, or a rare Qirani crystal for your lightsaber. Making a deal with this criminal earns dark side points.

XAART

LIGHT SIDE

Finally, there's Xaart, a secret Republic operative (**Waypoint**). When you first talk with him, he carefully tests you by asking your opinion of recent events. If you say anything against the Republic, he will *never* talk to you again! Pass his loyalty test and he reveals his need for a starport visa. If you give him one, he can only reward you with his thanks. Your balance shifts strongly to the light side for this act.

›A. END SIDEQUEST	Starport Visa
›B. BEGIN SIDEQUEST	A Matter of Leadership

I am a strong supporter of General Vaklu. The Merchant Quarter is an important area, not only financially but strategically, as well.

Pave the way for General Vaklu by helping Anda eliminate three Royalist Captains.

Anda, a staunch supporter of General Vaklu, has a sensitive mission for you. Locate her in the Merchant Quarter (**Waypoint**). She wants to "convince" three of Queen Talia's most loyal captains to step down and she offers a substantial fee if you find a way to remove each one from command. Naturally, becoming a paid assassin causes your dark side balance to increase dramatically.

Use this terminal in the Merchant's Quarter to assassinate Captain Bostuco.

DARK SIDE

Your first victim is Captain Bostuko, who guards the entrance to the Sky Ramp. Use the Iziz security card Anda gives you to slice into the terminal in the northeast Merchant Quarter. Access the Sky Ramp security camera, then use computer spikes to overload the power conduit there. It explodes, defeating Captain Bostuko. One down, *two* to go.

We stand at the checkpoints all day long. It gets hot out there, and my feet are always killing me. But now I'm in charge and everybody's problems are mine.

Convince Captain Gilesi to abandon his post by playing off his fears.

DARK SIDE

Find Captain Gelesi in the Cantina (**Waypoint**). As the replacement for the recently murdered Captain Suillio, Gelesi is already feeling nervous about his new assignment. Persuasion and veiled threats easily convince him to abandon Iziz for someplace safer. Now only Captain Riiken remains.

Captain Riiken meets his end in the Western Square.

DARK SIDE

After proving Dhayon Gent's innocence, you can find Captain Riiken patrolling the Western Square. Follow him to the east side, where there are no witnesses (**Waypoint**). Approach and confront the captain, choosing from the list of suitable parting words. When Riiken is dead, make your way back to Anda to report on your success. She delivers the promised reward and vows that your work will not be forgotten by her masters—subtle words of gratitude that carry a veiled threat.

›B. END SIDEQUEST	A Matter of Leadership

DANTOOINE

AREA OVERVIEW

Like other worlds in the galaxy, Dantooine is in the grip of crisis. The renowned Jedi Enclave, destroyed during the Mandalorian Wars, has attracted a host of scavengers and explorers to its ruins. Meanwhile, mercenary camps multiply, populated by veteran soldiers unable to make the transition to a peaceful life. With resources dwindling and beast attacks on the rise, the mercenaries and scavengers will soon have nothing to lose by resorting to violence.

MAP 1 KHOONDA

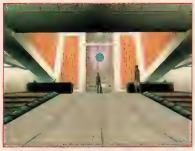
LEGEND

OBJECTS
- Containers
- Lab Station
- Merchants
- Terminals
- Workbenches

- Unlocked Door
- Locked Door

- Main Quest
- Main Quest: Light
- Sidequest

* Numbers correspond to the waypoints in the walkthrough text



Administrator Adare's office

ADARE

ZHERRON

The Khoonda is a small fortress and seat of the area's fragile government. Under the capable leadership of Administrator Adare, Koonda's small militia does its best to settle disputes and monitor the safety of salvage crews bound for the Jedi Enclave. Zherron, the militia leader, serves Adare loyally; his uncompromising view of the law means criminals get no sympathy from him. Speaking with both of them is your first priority after landing on Dantooine.

AZKUL

Adare's biggest threat is Azkul, a hardened veteran of the Mandalorian Wars who fought for the Sith. Bearing the scars of nearly fatal wounds, Azkul has been gathering mercenaries for an all-out assault on the Khoonda. By playing off his men's fear that the scavengers and settlers have no intention of making room for them, he's convinced them that they have nothing to lose by violent revolt.

Adum Larp's Weapon Shop

ADUM LARP

After Adare gives you the passkey for Khoonda, you can find Adum Larp in a room off the south hallway. This Rodian merchant runs a thriving weapons business and offers a good selection of premium stock. Stop by if you feel any of your companions aren't as deadly as they could be.

MAP 2 KHOONDA PLAINS

Eastern Khoonda Plains

Hangar Bay

SAEDHE

The open fields surrounding the Khoonda are home to roving bands of kinrath. These insectlike monsters attack aggressively; as with all beasts, your best defense is to weaken the enemies from range before they close to attack. You can earn a lot of credits by helping Saedhe, a militia investigator searching through a swoop bike wreck in the Eastern Plain.

Khoonda Exterior

AKKERE

PATO ADO

There are two merchants doing business in this area. Akkere, a Sullustan, keeps shop in the courtyard's northeast corner around the Khoonda. He specializes in equipment, items, and weapons for droids. Pato Ado, an Ithorian, lingers in the Hangar Bay. He sells Pazaak cards and offers to play for 250 credits a game. Beat him repeatedly to raise the stakes as high as 750 credits; eventually Pato Ado begins giving you rare armor upgrades whenever you win. Beating him is much easier if you've obtained the Champ's golden card on Nar Shaddaa.

MAP 3 ENCLAVE COURTYARD

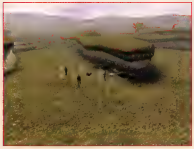
LEGEND

OBJECTS
None

Locked Door

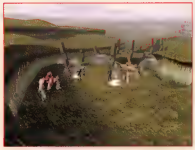
Main Quest

* Numbers correspond to the waypoints in the walkthrough text



Salvager's Camp

Outside the ruined Jedi Enclave lying north of Khoonda, two rival bands of Dantooine's residents have set up makeshift camps. The salvagers, desperate adventurers seeking any remaining valuables or treasure from the Enclave ruins, are settled in the area's western part. Visit here to learn about the dangers of the Enclave Sublevel and learn the salvagers' opinion of Administrator Adare and her coalition.



Mercenary's Camp

Found at the east side of the Enclave Courtyard, this rude camp is made of parked landspeeders and converted cargo bins. Speak with the mercenaries and get an earful of thoughts on Azkul, their leader, and his plan to take control of Khoonda away from Administrator Adare.

MAP 4 ENLCAVE SUBLEVEL

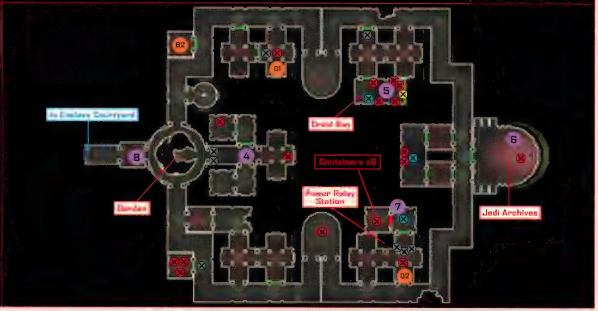
LEGEND

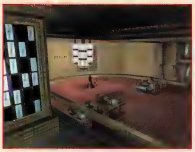
OBJECTS
- Containers
- Mines
- Terminals
- Workbenches

- Unlocked Door
- Locked Door

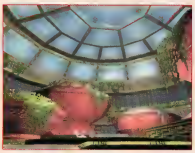
- Main Quest
- Sidequest

* Numbers correspond to the waypoints in the walkthrough text





Jedi Archives



Garden

DISCIPLE

Deep within the Jedi Enclave Sublevel lies an archive of knowledge that few have seen. The disciple is one of those few. You meet him after fighting your way through an army of laigreks and traps; he offers vital information about Jedi Master Vrook and, if your character is female, joins your party.

JORRAN

You find another survivor of the laigreks in the Sublevel's northeast part. Jorran, a salvager, is trapped and needs your help to safely escape. You must find Jorran in order to complete the "Farm Equipment" sidequest.

MAP 5 CRYSTAL CAVES

LEGEND

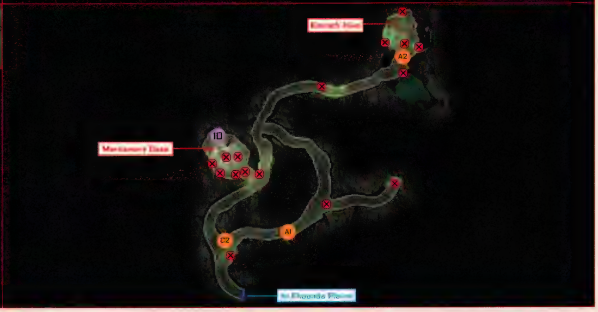
OBJECTS

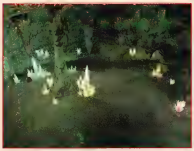
Containers

Main Quest

Sidequest

* Numbers correspond to the waypoints in the walkthrough text





Kinrath Hive

Mercenary Base

AHRNELL

The mercenary base is well protected inside the Crystal Caves, where a teeming kinrath hive keeps all but the most brave or foolhardy at bay. Locate the Twi'lek Ahrnell in the southeast passage to learn his secret for walking the tunnels unharmed: kinrath scent glands.

MAIN QUEST PATH

Your primary goal on Dantooine is to find Jedi Master Vrook. You were sent after entering the Jedi Enclave but never returned. Retrace his path, facing the dangers of the Enclave yourself, to discover his fate. The clues you find lead you to the Crystal Caves, where Vrook is held captive by a band of mercenaries. Rescuing him proves to be a mixed blessing, however, when the mercenaries retaliate by launching a massive assault on the Khoonda. Choose your destiny by helping Adare defend her citadel or by helping Azkul breach the Koonda's defenses.

ARRIVAL AT KHOONDA

Dantooine is a dangerous place; update your weapons and armor often.

When the *Ebon Hawk* lands, form a party and disembark. Keep your forces balanced by selecting companions like Mandalore and Visas Marr (dark side), or the handmaiden and T3-M4 (light side). You're greeted by Dillan (**Waypoint** 1), who instructs you to meet with Administrator Adare. Explore the docking bay, then take Dillan's advice and head for the Khoonda.

▸BEGIN QUEST	Lost in the Shadows

▸BEGIN QUEST	Relics of the Past

▸SIDEQUEST	Cave Crawling

▸SIDEQUEST	Farm Equipment

▸SIDEQUEST	Sensor Search

You can't enter the Jedi Enclave until you've met with Administrator Adare.

Of the Khoonda's three entrances, only the west one is unlocked. Explore as much of the building as possible, but most of the doors are sealed for now. Speak with salvagers and militia to learn gossip and to trigger sidequests. Locate Administrator Adare in her central office (**Waypoint** 2). She gives you permission to explore the Jedi Enclave and search for Master Vrook.

Take advantage of the open spaces and blast beasts from maximum range.

Return to the plains and head west, across the narrow bridge. Test your combat skills on the kinrath prowling in the western plain, then move north to the Enclave Courtyard. Cross the bridge over the Enclave's moat (**Waypoint** 3). The left path is a dead end stalked by a pack of kath hounds; slay them if you wish, then go north to encounter a group of salvagers. They lost one of their team to laigreks, and even worse, are going home empty-handed. You won't get any help from them.

▸END QUEST	Relics of the Past

THE JEDI ENCLAVE

▸SIDEQUEST	Ghosts to Rest

Show the laigreks some respect and only approach at full strength.

Now that you've heard several tales about the dangers of the Enclave Sublevel, it's time to explore it for yourself. Enter and cross the ruined garden to encounter the laigreks you've heard so much about (**Waypoint** 4). Their fearsome reputation is well earned. Switch freely between ranged and melee attacks; all party members should weaken the beasts from a distance whenever possible. Use a melee weapon only after the beasts have charged you. Between encounters, wait for everyone to return to full strength before moving on.

TIP

Use stealth mode and the Enclave's computer terminals to destroy laigreks. Sneak by the enemies and program the terminal to overload after a 30-second delay, then get out as fast as you can! Stealth Run helps a lot here. Atton is a good candidate for this tactic; if he's taken out by an exploding terminal, he can shake off the effects thanks to his Spirit ability.

Activate the droids and send them off to battle laigreks on your behalf.

Take the north passage from the garden and head to the east side, battling laigreks and their deadly cousins. Use Security, Demolitions, or a lightsaber to open any stubborn doors. Stop at the droid bay (**Waypoint** E) to find a workbench and a good supply of droid equipment and other items.

The Disciple knows as much as anyone can about the Jedi without actually being one.

Enter the Jedi Archives at the Sublevel's east side. The disciple, a historian and scientist working for the Republic, meets you here (**Waypoint** E). He's been scouring the galaxy for lost Jedi and, like you, has come to Dantooine to find Master Vrook. Not surprisingly, the disciple has been searching for *you* as well. He offers his advice, and if your character is female, furthers the deal by joining your party. Consider taking him along; his healing abilities come in handy when you're surrounded by deadly laigreks.

The Disciple

SOLDIER LEVEL 5

VITALITY: 63 | ATTACK STYLE: Ranged

PREFERRED SKILLS:
Demolitions, Stealth, Treat Injury

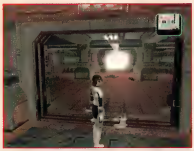
SPECIAL ABILITIES:
Create Medpacs, Mobile Lab Station, Master Toughness

NOTE

If you're playing a male character, the disciple doesn't join you. Look for him in the Khoonda if you want to talk more with him about Jedi history.

These bodies in the Jedi Archive hold a clue to Master Vrook's whereabouts.

Search near the statue in the Jedi Archive to find a datapad containing orders from Azkul, the mercenary leader. He laid a trap for Master Vrook here, and the Jedi is now held captive within the nearby Crystal Cave. With this crucial information, start making your way back to the garden. Take the southern hallway to complete your loop of the area, checking the rooms on either side for items and enemies.



If you set a terminal to overload, make sure you have enough time to reach a safe distance.

To open the sealed door in the Power Relay Station (**Waypoint** F), program the terminal for a delayed overload. Give yourself plenty of time (at least 10 seconds) to retreat before the explosion, then return when the smoke clears. With the door blasted to pieces, access the well-stocked vault on the other side.

Battle Gerevick in melee while using ranged attacks on his thugs.

A crowd of mercenaries led by Gerevick awaits you at the entrance (**Waypoint** B). The huge bounty on your head has tempted another ambitious soldier into trying to capture you. Meet Gerevick's charge with your best melee combatant while your other party members use ranged attacks and grenades on the thugs in the back ranks. Search the remains and you can finally leave the Jedi Enclave.

THE JEDI HOSTAGE

Bring Mandalore to the mercenary camp to shake down these deserters.

Cross the Enclave Courtyard to the east. Stop and chat with the salvagers as you pass through, then proceed into the valley where a herd of kinrath await. Begin your attacks at maximum range, weakening the beasts as much as possible before they come within melee distance. Take another breather at the mercenary camp (**Waypoint** B); expect gruff arrogance and veiled threats from these scoundrels, but patient replies can coax hints about Azkul's plans to attack the Khoonda. Next, head south to Khoonda Plains and the Crystal Cave.

NOTE

If you bring Mandalore to the mercenary camp, Esok challenges him for the right to wear the helm of the Mandalore. Slay the upstart and send the remaining Mandalorian soldiers back to Dxun to await further orders.

Lob a few grenades to soften up the mercenaries before wading into melee.

Enter the Crystal Cave and head up the left passage. The mercenaries are encamped in the first chamber you find (**Waypoint** H); Jedi Master Vrook is sealed within a force cage. Launch your attack against the mercenary commander first, then mop up the lower-ranking troops. To your surprise, Master Vrook is angry with you for rescuing him. This move, he warns, will only force Azkul, the mercenary leader, to make a bolder strike against Administrator Adare.

▸END QUEST	Lost in the Shadows

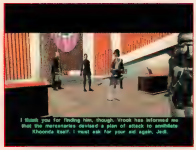
AZKUL'S ASSAULT

▸BEGIN QUEST	Defense of Khoonda

Azkul and a squad of mercenaries await you outside the Crystal Cave.

SIDE STEP

Follow Vrook out of the Crystal Cave. Azkul waits for you outside (**Waypoint** H) and asks you to help with his planned assault on Khoonda. Specifically, he wants you to sabotage the gun turrets that cover the fields around the Khoonda and disable the mines planted by the militia in anticipation of Azkul's attack. Embrace the dark side by agreeing to help, or stand by light side virtues and refuse the deal—Azkul orders his men to attack if you choose the light side. You can avoid combat and keep your light side purity by pretending to agree to Azkul's plan.


I thank you for finding him, though. Vrook has informed me that the mercenaries devised a plan of attack to annihilate Khoonda town. I must ask for your aid again, Jedi.

Administrator Adare asks you help her defend the Khoonda against Azkul's raid.

Return to the Khoonda and head back to Administrator Adare's office. She knows the militia is unprepared for Azkul's full strength and asks you to help shore up the building's defenses. She gives you a passkey that opens all doors in the Khoonda. Now you must decide which faction you want to support: Adare and the militia (light side), or Azkul and the mercenaries (dark side).

Zherron has a long list of tasks you can undertake.

Tweaking Khoonda's defenses is optional; you can influence the outcome of the battle with your own strength of arms. However, investigating the defense systems makes things easier. Speak to Zherron for a list of tasks you can help with.

›BEGIN QUEST **Khoonda—Gun Turrets**

This terminal controls the Khoonda's defense turrets.

SIDE STEP

First, visit the turret control terminal in the southeast wing **(Waypoint 12)**. Optimize the targeting protocols for enemies (light side), or reprogram the turrets to fire on the militia (dark side). A further opportunity for sabotage is found by checking on the four turrets in person and using Demolitions to rig an explosion.

›END QUEST **Khoonda—Gun Turrets**

›BEGIN QUEST **Khoonda—Militia Medic**

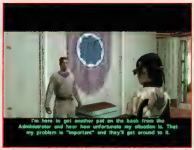
Use Treat Injury or Repair to help tend the wounded.

LIGHT SIDE

Visit the medical bay **(Waypoint 10)** and help treat the wounded soldiers injuries to put more men on active defense (light side). If you don't have enough skill in Treat Injury, you can Repair the medical droid and it will tend to the soldiers for you.

›END QUEST **Khoonda—Militia Medic**

›BEGIN QUEST **Khoonda—Recruiting**



Suulru joins the militia if you helped him get his money back from Jerron.

To get Akkere into the militia, keep his crime a secret or spend 1000 credits on his Thorium charges.

Speak to everyone you've met on Dantooine and try to convince those you've helped in some way to join the militia in defense of Khoonda. Suulru, the settler who had to buy back his atmospheric condenser from a crafty salvager, joins if you helped him (see the "Farm Equipment" sidequest).

Akkere, the Sullustan merchant, also joins if you kept his secret (see the "Akkere's Hydrospanner" sidequest). Finally, any soldiers you healed in the "Militia Medic" quest reenlist for defense duty.

▸END QUEST Khoonda—Recruiting

▸BEGIN QUEST Khoonda—Traps

Bolster defenses by planting extra mines, or disarm them to make invasion easier.

SIDE STEP

Notice the two mine fields the militia have set up on the Khoonda courtyard's east and west sides. For a light side bonus, fill in the open spaces on each side with a few more mines. Dark side players can disarm or recover the mines already planted, making invasion of Khoonda easier.

▸END QUEST Khoonda—Traps

▸BEGIN QUEST Khoonda—Droids

The droids have been activated and optimized for battle.

SIDE STEP

Using Adare's security pass, enter the droid warehouse to find a trio of deactivated defense droids **(Waypoint)**. Bring in your best Repair technician to bring the droids online and optimize their shields and weaponry. Then use the terminal to set the droids' programming to defend the militia (light side) or to defend Azkul and the mercenaries (dark side). After finalizing your commands with the terminal, the droid preparations are complete.

▸END QUEST Khoonda—Droids

▸BEGIN QUEST Khoonda—Side Door

Open this secure door to access the Khoonda vault, or seal it shut to keep out Azkul's men.

SIDE STEP

Find a final aspect of security outside the building on the northeast corner of the Khoonda. Check the security door here **(Waypoint)**; you can use brute force or high Security skill to break in, compromising Khoonda's defenses (dark side) and allowing you to loot the huge arsenal of equipment and items on the other side. Alternatively, you can seal the door, locking it down as tightly as possible (light side); you won't be able to empty the arsenal if you choose this option.

▸END QUEST Khoonda—Side Door

After finalizing Khoonda's defenses, speak with Zherron to trigger Azkul's invasion.

SIDE STEP

When all your preparations are complete, head to Adare's office and speak with Zherron to activate the defenses. You can ask for a chance to speak to the troops before battle; inspire them with noble words for a light side bonus, or terrify them with threats of doom for a dark side bonus. After you've spoken, the battle begins!

Prepare yourself with stims and shields before battling Azkul.

Your true allegiance is revealed when Azkul storms into the Khoonda hallways (**Waypoint** 15). The number of mercenaries in his train is affected by how you strengthened or sabotaged the defenses before his attack. As he begins his assault on Administrator Adare's office, Azkul asks if you are with him, or if he must strike you down.

When Master Vrook helps you team up against Azkul, the mercenary leader doesn't stand a chance.

LIGHT SIDE

If you choose to fight Azkul, prepare for a challenge. The mercenary leader is a well-trained veteran; weaken him with ranged attacks, Force powers, and grenades before closing in for the kill. Have your other party members provide support to your melee specialist or fend off attacks from Azkul's troops. Master Vrook joins you in the battle after he's dealt with any mercenaries in his path, making your job much easier. The battle ends when Azkul falls.

Administrator Adare knows she would have been killed without your help.

LIGHT SIDE

With the crisis resolved, take a last chance to earn light side points by turning down the 4,000 credit reward offered by Administrator Adare (unless you're desperate to buy that Sith tremor sword you had your eye on). Speak with Jedi Master Vrook, who indulges your questions about the Jedi's plans and movements. He departs with a promise to see you again after you have gathered all the remaining Jedi Masters together. With your business on Dantooine at last concluded, return to the *Ebon Hawk* and take off for your next destination.

Find Azkul outside the crystal cave after you've sabotaged the Khoonda's defenses.

DARK SIDE

If you decided to side with Azkul, find him outside the Crystal Cave after you've completed sabotaging the Khoonda defenses. Tell him to begin his attack and the scene shifts to the Khoonda interior. You must defeat Jedi Master Vrook to accomplish the mercenary takeover.

JEDI MASTER VROOK BATTLE

Use Critical Strike to insure that your blows strike home.

Master Vrook isn't the only one who can use defensive Force powers.

Jedi Master Vrook

TAKEDOWNS

- Force Barrier
- Power Attack
- Critical Strike

Master Vrook wields a double-bladed lightsaber with Master Flurry feat to get extra attacks against you. He also uses a variety of defensive Force powers, especially Master Heal. To survive his onslaught, protect yourself with Force Barrier and Energy Resistance, then take advantage of Vrook's lack of armor by attacking aggressively with your best melee combat feats. Attacks like Force Lighting are only moderately effective since Master Vrook almost always makes his saving throw. With your companions healing you with medpacs or Force powers while you continuously attack, you should be able to easily outlast the Jedi Master and strike him down.

DARK SIDE

After slaying the Jedi Master, Azkul thanks you and pays his promised reward (at least 8,000 credits, or more if you can Persuade Azkul successfully). The mercenary captain slays Administrator Adare and takes command of the Khoonda. Stop and talk with Dantooine's new rulers before heading back to the *Ebon Hawk* to choose your next destination.

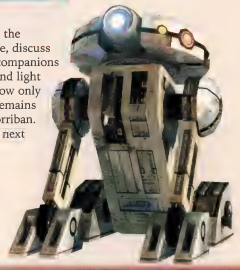
NOTE

Whether you ally with Jedi Master Vrook or fight him, you learn a new lightsaber form, Shion, during your encounter. This form improves your defense and makes critical strikes more potent.

END QUEST Defense of Khoonda

We recommend you make Korriban your next destination.

However you resolved the situation on Dantooine, discuss the events with your companions for further influence and light or dark side points. Now only one unvisited planet remains on the galaxy map: Korriban. Make this planet your next destination.



SIDEQUESTS

As you explore the ruins and plains of Dantooine, speak to everyone you meet. There are ample opportunities for extra experience, equipment, credits, and prestige for the taking. Use these chances to make your character stronger and to exert your influence on the world around you.

A. HIVE AND SEEK

▸BEGIN SIDEQUEST	Cave Crawling

Zherron asks you exterminate the kinrath hive in the crystal caves.

Speak with Zherron in the Khoonda, and if you let him know you're looking for a challenge, he tells you of the kinrath hive infesting the Crystal Caves to the southeast. If you can fight your way to the hive's core and eliminate the nest, you are well rewarded for the deed.

Don't hesitate to break off the battle if you start losing vitality.

Enter the Khoonda plains and search the southeast corner for the Crystal Cave's narrow mouth. The kinrath lurking here are much stronger than any you've seen out in the fields, so approach cautiously, use ranged attacks whenever possible, and heal your party between skirmishes.

Ahrnell describes the fascinating properties of the kinrath rectal gland.

DARK SIDE

There is a way to get past the kinrath without fighting them. Locate Ahrnell in the southeast tunnel (**Waypoint A**). He walks among the kinrath unscathed because he carries one of their scent glands. You can trick Ahrnell into giving you his gland, leaving him to be slain by the kinrath, or you can simply slay him yourself and pluck the gland from his lifeless body.

Crush all kinrath eggs before harvesting the crystals.

Follow the tunnel north. Hive kinrath attack here; they are tough, but there's only a few to contend with. At the passage's end lies the magnificent crystal cavern. Before you touch the crystals, bash every kinrath egg you can find. Make sure you're at full strength and save your game before you begin harvesting the glowing crystal formations—the queen of the kinrath hive attacks when you disturb them.

KINRATH MATRIARCH BATTLE

Pin down the kinrath matriarch with adhesive grenades.

KINRATH MATRIARCH BATTLE

CONTINUED

Maintain concentrated attacks from all three party members to take down the matriarch.

Kinrath Matriarch

TAKEDOWNS

- Critical Strike
- Force Lightning
- Force Wave

The Kinrath Matriarch won't let you destroy her hive without a fight. Like others of her kind, she attacks with a venomous sting but with unrivaled power. Just a few blows from the matriarch is enough to finish you. To make things worse, a horde of kinrath hatchlings rally with their mother to defend the nest.

Force Wave is extremely useful in this battle; one blast sends the hatchlings hurtling into the walls, leaving your strongest melee character free to take on the matriarch. While you battle her at close range, have your third character administer medpacs, stims, or use defensive Force powers on your melee specialist. Force Lightning, T3-M4's shock arm, Mira's rocket launcher, or any other means of delivering guaranteed damage should also be used.

Don't forget to search every crystal formation carefully before you go.

After defeating the Matriarch, complete the quest by returning to the Khoonda and reporting your deeds to Zherron.

END SIDEQUEST Cave Crawling

B. BUYER BEWARE

BEGIN SIDEQUEST Farm Equipment

Find Suulru hard at work in the Khoonda lobby.

You find Suulru, a salvager, waiting for an appointment with Administrator Adare (**Waypoint** m). He tells you of a moisture vaporator that he lost and then was forced to buy from Jorran, a rival salvager. Not only did Suulru pay 500 credits to get his equipment back, but it was also missing a vital piece: the modulator. Agree to help Suulru out of this mess for a chance to strengthen yourself by causing more echoes through the Force.

Jorran emerges from his hiding place in the Jedi Enclave after you've killed the laigreks.

After rescuing Jorran, seek him out in the salvager's camp.

SIDE STEP

Seek out Jorran within the Enclave Sublevel. He's locked himself in a room north of the garden and won't come out until you clear the laigreks out of the passage (**Waypoint** 125). When he opens the door, confront him about Suulru's modulator. Jorran would rather not discuss it, and there are several ways to resolve the situation. For a civilized solution (light side), let Jorran go, then meet up with him at the salvager's camp and Persuade him to relinquish the modulator or simply buy it off him for 500 credits. For dark side brutality, simply slay Jorran when he steps from his locked room and take the modulator from his corpse. Complete the quest by returning to Suulru with the modulator, and further your light or dark side balance by your replies to his thanks.

▸END SIDEQUEST	Farm Equipment

C. SCAVENGER HUNT

▸BEGIN SIDEQUEST	Sensor Search

Saedhe is looking for any clues that might explain the swoop bike accident.

Locate Saedhe in the eastern Khoonda Plains; he's near the wrecked swoop bikes along the area's edge (**Waypoint** 126). He's searching for any atmospheric sensors that might have been left by the swoop bike crash but isn't having any luck. He offers you 1,000 credits for each sensor you can find and return to him.

Search the rubble to find a trio of atmospheric sensors.

When you explore the Crystal Caves, look for a searchable pile of rubble near the entrance (**Waypoint** 127). Examine it to find three atmospheric sensors. Leave the cave and return the sensors to Saedhe for a total reward of 3,000 credits. This completes the quest.

▸END SIDEQUEST	Sensor Search

D. WHERE THERE'S A WILL....

▸BEGIN SIDEQUEST	Ghosts to Rest

The salvager has become the salvaged.

Settle the dead salvager's claim by collecting the will from his remains.

SIDE STEP

A pair of salvagers have never returned from the Enclave Sublevel, and the little property they've left behind is once again up for grabs. Search for their remains as you explore the area. You find the first in a northwestern chamber **(Waypoint 21)**. After meeting the disciple, find the second body in the Power Relay Station **(Waypoint 22)**. You also find a will that proves each of the dead salvagers left his possessions to the other, meaning nobody can lay claim to their salvage. To complete the quest, return to the Khoonda and show your findings to Zherron for credits and light side points. Or plumb the dark side by forging a new will, naming yourself the benefactor of both claims.

▸END SIDEQUEST	Ghosts to Rest

E. STRIPPED DROIDS

▸BEGIN SIDEQUEST	Akkere's Hydrospanner

Akkere left his hydrospanner behind when he stole part from this droid.

Keep Akkere's crime a secret, or turn him in to the authorities.

SIDE STEP

While examining the defense droids in the Khoonda Droid Warehouse, you find a hydrospanner engraved with the name Akkere. This Sullustan droid parts vendor has a shop in the Khoonda courtyard, and it seems he's been stripping the militia's droids so he can sell the components. Locate him and confront him with the evidence you found **(Waypoint 23)**. After listening to Akkere's tale of a dying brother and soaring medical bills, agree to keep your silence and even donate some credits to the poor merchant (light side), or blackmail him for a hefty sum and then turn him in anyway (dark side).

▸END SIDEQUEST	Akkere's Hydrospanner

KORRIBAN

AREA OVERVIEW

Korriban, a haunted, scarred world, has been barren and nearly lifeless since the Sith who once ruled it turned on each other in mutual self-destruction. The dark side is very strong here; expect to meet Sith who were drawn by the corruption, power, and secrets of this ancient place. Even in death, the mighty lords of the dark side still retain their strength and malice.

NOTE

Kreia will not set foot on the surface of Korriban, but her Force Chain with you remains intact. She contacts you telepathically with advice, history, and information as you explore the planet.

MAP 1 VALLEY OF THE DARK LORDS

LEGEND

OBJECTS

Containers

Main Quest

* Numbers correspond to the waypoints in the walkthrough text

Valley of the Dark Lords

Shyrack Cave entrance

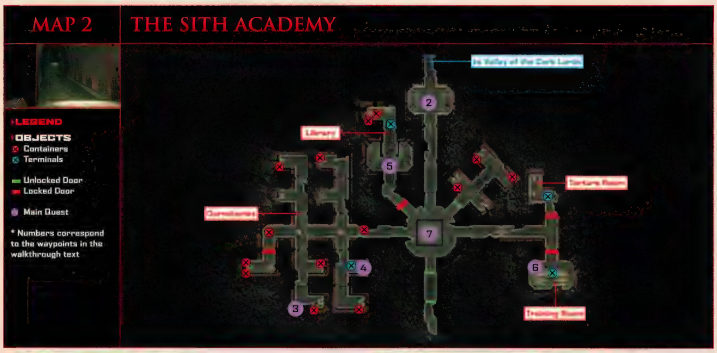
SIDE STEP

The *Ebon Hawk* lands in a desolate valley lined with the massive tombs of ancient Sith Lords. Visit the ruined tomb entrances to get a history lesson from Kreia and gain light- or dark-side points and influence. There are many Sith corpses lying half-buried in the dust. If you disturb the remains, the ghosts of this place are roused to anger and send in a few hssiss to attack you. These huge lizards approach in stealth mode, making them difficult to target; keep a sharp eye out for their faintly shimmering outlines. Hssiss are powerful opponents; if you find them too much for you, leave the Sith remains alone for now.

Upper valley

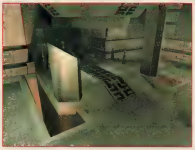
South of the valley, a path leads up into the hills. Here you find the entrance to the Shyrack Cave, so called because of the vast numbers of shyracks infesting it. These flying pests shouldn't provide much of a challenge. More dangerous are the tuk'ata and deadly tuk'ata, feral goatish beasts that prowl the upper path. They charge you with a powerful ramming attack; blast them from a distance whenever possible.

MAP 2 THE SITH ACADEMY



Sith Academy entrance

Long neglected but not unoccupied, the Sith Academy holds many secrets and challenges. Tuk'ata roam the hallways, along with gangs of cloaked Sith assassins; poison gas traps add to the peril. Before you enter, you should have the best weapons and armor you can afford, all improved with the most potent upgrades you've found, bought, or made. A healthy supply of medpacs, stims, and shields is also essential.



Library

Escaping the Sith Academy requires you to take on the role of a new recruit. You must pass a written test and prove yourself in combat before you can access the sealed room where Jedi Master Lonna Vash is imprisoned. Unfortunately, the entire facility is a trap; Darth Sion has kept the Jedi Master here as bait, hoping to lure you inside. Your first battle with the mighty Lord of Pain occurs here, but it won't be your last.

MAP 3 THE SHYRACK CAVE

LEGEND

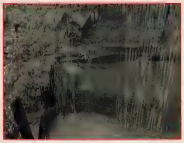
OBJECTS
- Containers
- Sidequest

* Numbers correspond to the waypoints in the walkthrough text

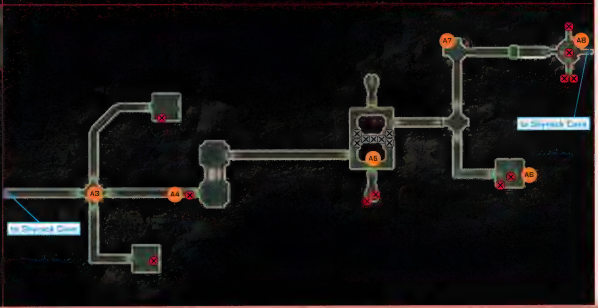
Found on the trail leading to the Sith Academy, this cave pulses with dark-side power. You don't have to explore it to complete your quest, but the items, experience, and knowledge you gain make it a worthwhile venture…if you can survive the shyrack's assault. Keep your party grouped closely together for mutual defense, and snipe any shyracks you see at maximum range before they swoop in for the kill.

◀◀ *Natural bridge*

▶▶ *Cave pools*



MAP 4 THE SECRET TOMB



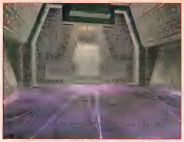
LEGEND

OBJECTS
- Containers
- Mines

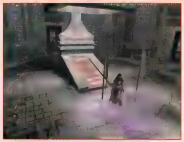
Unlocked Door

- Sidequest

* Numbers correspond to the waypoints in the walkthrough text



Tomb entrance



Ludo Kressh's crypt

Buried under a mountain of rock at the back of the Shyrack Cave, this ancient tomb conceals a great evil power. Ludo Kressh, Sith Lord, is buried here, and his life force still haunts the halls and passages. You must face a quartet of visions meant to test your character and resolve as you head to the massive sarcophagus of Ludo himself at the tomb's rear. If you survive the trials, you find several powerful and unique items (like Bastila's lightsaber) and shed light on some of the darker corners of your past.

MAIN QUEST PATH

Your goal on Korriban is to locate the old Sith Academy, where Jedi Master Vash was last seen. After finding her and fighting your way through hordes of assassins, you can check out the Shyrack Caves, where a lost tomb holds secrets, ghosts, and the greatest challenge you have yet faced: yourself.

THE SITH ACADEMY

›BEGIN QUEST	Traces to Ashes

›SIDEQUEST	A Hidden Power

›SIDEQUEST	Jedi Entombed

If you disturb the Sith corpses, be prepared to face Hssiss in reprisal.

After the ***Ebon Hawk*** lands, form a party (you can't choose Kreia), and disembark. The sandy valley of ruins and tombs lies before you. Move south, avoiding the Sith's remains unless you want to battle hssiss. When you pass the Shyrack Cave **(Waypoint 1)**, two of the beasts emerge to attack as Kreia warns you of the dangers within. Heed her warning and save exploration of the Shyrack Cave for later. Continue south to slaughter a herd of tuk'atas, then enter the Sith Academy.

›BEGIN QUEST	Trapped

Darth Sion awaits you in the Sith Academy.

When you enter, Darth Sion reveals his presence; not surprisingly, the incredible dark-side power of Korriban has attracted the Lord of Pain. He orders the door sealed behind you, then commands his squad of assassins to attack **(Waypoint 2)**. Be prepared for constant ambushes by cloaked Sith as you explore the Academy.

In order to use the Academy's computers, you need the datapad in this footlocker.

Ascend into the central chamber, then go to the dormitory wing. Deal with any rampaging tuk'atas that charge you, then search the student footlockers for items and equipment. Especially important is the footlocker in the far left hall **(Waypoint 3)**; open it to find a datapad giving computer access instructions for new recruits.

The first challenge faced by Sith recruits: memorizing a complicated student ID.

Datapad in hand, return to the first row of halls to find a computer terminal (**Waypoint** A). Log in as a "New Recruit" and you are given a complicated ID number. Memorize your ID (or check the box here), then enter it into the system to gain Level One access.

STUDENT ID

3401726-B853S5O0X001

NOTE

If you have high Computer Use skill, don't worry about memorizing the ID number; you can enter it automatically.

Thorium charges are the only thing powerful enough to blast open the Academy's sealed vault.

Entering your student ID unlocks the Library door back in the central chamber (**Waypoint** S). Go there to find thorium charges, which you can use to blast open the sealed door in the dormitory wing. There's also a computer terminal here. Read the databanks to get a quick lesson on Sith history, then return to the dormitory terminal to test your knowledge.

NOTE

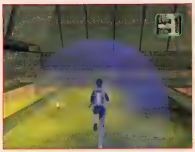
If you like, save the thorium charges and use them on the Mandalorian cache back on Dxun. There are only a few containers behind the sealed door here in the Sith Academy.

Make the grade: The training room unlocks if you prove your knowledge of Sith lore at this terminal.

Enter your student ID again and select "Level One Test." To pass, you must score four out of five questions correctly. For those who don't like to study, here is the crib sheet:

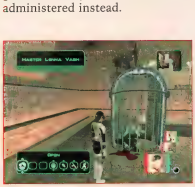
SITH RECRUIT TEST ANSWERS

1 Freedon Nadd
2 Twenty
3 Gizka
4 I always lie
5 Passion, strength, power, victory



Breath Control provides immunity to the poison gas in the eastern hallway.

When you've passed the test, the training room door on the Academy's other side opens. Before going there, equip any breath masks or bio-antidote implants to protect you from the poison gas in the eastern hallway. If you've been to Nar Shaddaa and learned Breath Control, use it. When you reach the training room (**Waypoint** B), access the terminal and select the Level Two Test. Unfortunately, a glitch in the system causes the Level Sixteen Test to be administered instead.



Jedi Master Lonna Vash didn't survive long enough to be rescued.

A half-dozen starving tuk'atas are released into the room. Slay them and check the terminal again. No matter how quickly you defeat the beasts, you are told to report to detention for exceeding the allowed time. Leave the room and go across the hall to find the detention room…and the remains of Jedi Master Vash. Of all the lost Jedi you've sought, you are too late to speak with her.

›END QUEST **Traces to Ashes**

Unseal the Academy entrance with the terminal in the detention room.

SIDE STEP

Earn light or dark side points with your comment on Master Vash's fate, then search the remains to find her datapad. Log into the terminal here as "Lonna Vash" and unseal the door to the Sith Academy. There's nothing else for you here, so head back to the central chamber. Save your game before you go; a tough confrontation with Darth Sion awaits you.

Ignore the Sith assassins and focus all your attacks against Darth Sion.

The Lord of Pain can restore his health at will; you have no choice but to flee him for now.

The Lord of Pain stands between you and the exit. He gives you a chance to ask a few questions, then the battle begins. You don't have to fight for long, however, before receiving a telepathic message from Kriea. She warns that at your current strength, Darth Sion is unbeatable; your only hope is to flee. The duel is cut short as you and your companions run for the exit and return to the Valley of the Dark Lords.

›END QUEST **Trapped**

Return to the Ebon Hawk *before you attempt any more exploration.*

Head north through the valley and board your ship. As always, speak with all your party members about recent events, earning light- or dark-side points and influence. If you have followed our path through the game to this point, you have now been to every planet on the galaxy map. When you were last at Onderon, General Vaklu was preparing an assault on Queen Talia; it's time to return there and see how the situation has changed. After talking to everyone, upgrading equipment at the workbench, and saving your game, head to the *Ebon Hawk*'s bridge and choose your next destination: Onderon.

SIDEQUESTS

The dangerous and haunting Sith Academy is only one of the many scenic places to visit on Korriban. For the strong-hearted, the Shyrack Cave beckons with its own promise of rewards and secrets. Only venture inside if you have a strong light- or dark-side balance; the hidden tomb within blocks entry to those who haven't dedicated themselves to one side of the Force.

THE SHYRACK CAVE

>A.BEGIN QUEST **A Hidden Power**

Shyracks wither under concentrated blaster fire.

Enter the Shyrack Cave from the Valley of the Dark Lords. Move up the passage and slay the troupe of shyracks just inside the entrance (**Waypoint** 41). Three long tunnels lead deeper into the mountain; following our map, explore all branches to seek out shyracks, tuk'atas, and the bodies of previous unlucky explorers.

Sith assassins ambush you from behind as you cross the bridge.

As you progress farther into the cave, shyrack wyrms make an appearance. These slightly tougher cousins of the shyrack should pose little problem for a well-armed party. Carve the beasts to shreds and head for the slender bridge thrown across the central chasm (**Waypoint** 42). A team of Sith assassins attack here; defeat them and head north to enter the secret tomb...alone.

THE SECRET TOMB

You can only enter the secret tomb if your Force balance is strong.

Within this tomb, you must face the ghosts of the past and the present to learn more about yourself and fill in the gaps in your history. After the door seals shut behind you, Malak himself appears, along with a group of his most loyal companions: Bastila, Nisotsa, Cariaga Sin, and two other random Jedi (**Waypoint** 43). Malak probes you regarding the choices you made during the Mandalorian Wars; when his interrogation is over, the six Jedi simultaneously attack you.

Target Malak with Critical Strike for maximum damage potential.

Malak and his companions aren't real; they are phantoms generated by the intense dark-side power concentrated in this tomb. Concentrate your attacks on Malak; you only need to defeat him, and the whole group fades out of existence. After the battle, explore the north and south passages to find shyrack wyrms and items, then head east.

NOTE

Even if you are slain by the attacking visions, you won't actually die. They are only shadows and can't cause actual physical harm to you. The shyracks, however, can kill you if you aren't careful.

›BEGIN SIDEQUEST **Jedi Entombed**

Other Jedi have tried to explore the tomb, but they didn't make it.

A severed arm, datapad still clasped in the dead hand, lies in the hallway ahead (**Waypoint** A4). It seems you aren't the first Jedi to attempt to penetrate the secrets of this tomb. Collect the gruesome remains and proceed into the next room.

Force Wave is extremely effective against shyrack swarms.

Battle past the crowd of shyrack brood, the toughest variety of this beast. Use of powers like Force Lightning or Force Wave make the battle against overwhelming numbers of foes much easier.

The soldiers suffer heavy casualties unless you disarm the mines on the bridge.

SIDE STEP

Continue deeper into the tomb to face another scene from your past (**Waypoint** B2). It's the heart of the Mandalorian crusade during a critical moment when you ordered your troops to charge across a mined bridge to attack the enemy. As you relive this event, you can decide to take the lead, disarming the mines on the bridge (light side), or you can stick with your earlier decision and send the men charging to their doom (dark side). Once across the bridge, battle the waiting Mandalorians; when they're defeated, both they and the Republic soldiers under your command fade away—it was all just another vision.

Learn the true fate of the previous Jedi expedition.

Keep going east, then take a right at the next intersection to find a solitary chamber with the remains of the earlier Jedi expedition (**Waypoint** A8). It seems the visions drove many of the team mad, until they slew each other in a confused frenzy. Collect any valuables left behind, then take the north hall to face another test.

›END QUEST **Jedi Entombed**

The ghostly visions fade away if you make contact.

A vision of Kreia awaits you in this chamber (**Waypoint** A9). Now that you've faced the dark moments of your past, it's time to confront the present. Your companions file into the room one at a time, and they all seem to be in a violent mood. Stress the importance of cooperation in your replies (light side), or shrug off the vision as an annoyance (dark side); whatever you choose to say, a fight breaks out. You don't stand a chance against the overwhelming power of all your companions at once. Fortunately, you only need to strike down Kreia to end the test.

Darth Revan's appearance depends on your dialogue with Atton back on Peragus.

Go east to find the tomb's final chamber (**Waypoint** A10). Darth Revan manifests when you enter and attacks without a word. You might be surprised at how easy the powerful master is to defeat, but Revan is only a ghost and can't fight at full strength. Examine his remains to find Bastila's lightsaber and a few other premium items. With the last vision dispelled, you have survived the trials of the Sith tomb. Kreia makes telepathic contact with you, offering rare praise. Inspect the crypt carefully for items, then use the door at the rear to take a shortcut back to the Valley of the Dark Lords.

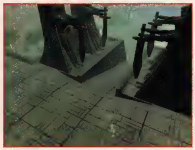
›END QUEST **A Hidden Power**

GALACTIC TOUR

AREA OVERVIEW

Now that you've visited each planet in the galaxy once, it's time to go back and tie up the loose ends. There are new areas available for exploration on Dxun and Onderon; the jungle moon conceals a hidden Sith tomb, while Queen Talia's palace and Jedi Master Kavar await you in Iziz. You can also return to the other planets to finish up any incomplete sidequests.

MAP 1 JUNGLE TOMB



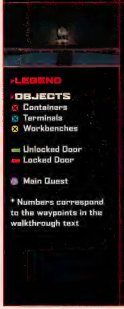
Tomb entrance

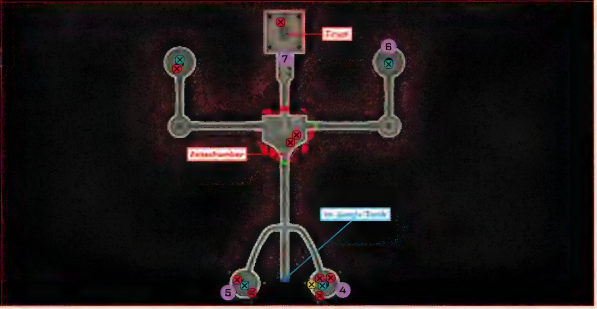
The Sith have placed a heavy guard around the ancient tomb's entrance. You must enter through a mined tunnel monitored by motion sensors, turrets, and Sith gunners. Stealth can help you bypass some of these hazards, but in the end you can't avoid a major battle.

Sith camp

The tomb, a colossal monument of black stone, overlooks a dank swamp where mature bomas graze. The beasts have been tamed by the Sith and make effective guardians.

MAP 2 FREEDON NADD'S TOMB





Crypt

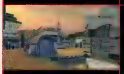
Dispel or absorb the concentrated zones of dark side energy.

Freedon Nadd was a Dark Jedi who conquered Onderon long ago and established the royal line from which Queen Talia is descended. The Sith have gathered here to conduct a blood ritual intended to resurrect the entombed tyrant. Explore the tomb and stop the Sith's plan while solving puzzles to unlock sealed treasure vaults.

SIDE STEP

The intense power lingering in the tomb sometimes gathers into a visible eruption. Examine these hot spots to exercise your affinity with the Force. Attempt to banish the evil presence for a light side bonus and a temporary stat boost, or bask in the corruption for dark side points and a free Force power or maximum force points increase.

MAP 3 RUINED MERCHANT'S QUARTER

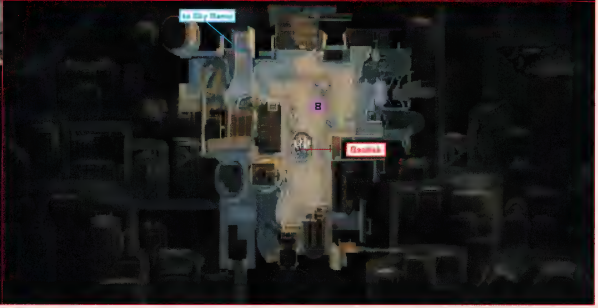


LEGEND

OBJECTS
None

Main Quest

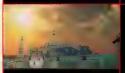
* Numbers correspond to the waypoints in the walkthrough text



Merchant's Quarter

The Mandalorian dropship touches down in the Merchant's Quarter, which has been devastated by the raging civil war. All civilians have evacuated; you must battle enemy troops and escape to the sky ramp.

MAP 4 SKY RAMP



LEGEND

OBJECTS
Containers
Mines
Terminals
Workbenches

Unlocked Door

Main Quest

* Numbers correspond to the waypoints in the walkthrough text

The sky ramp is the only way to reach the Royal Palace from Iziz without flying there. The narrow and well-defended walkway, supported by lofty pillars, leads from the Merchant's Quarter below to the palace entrance a hundred feet above. Mines, force fields, and a garrison of soldiers are in place to resist invasion, and a massive turret tower blankets the sky with anti-aircraft fire. This is the gauntlet you must survive to reach the Royal Palace and Jedi Master Kavar.

Turret tower

Upper level

MAP 5 ROYAL PALACE

LEGEND

OBJECTS

- Containers
- Mines
- Terminals

- Unlocked Door
- Locked Door

- Main Quest

* Numbers correspond to the waypoints in the walkthrough text

Royal Museum

Throne Room

The Royal Palace is a war zone; enemies lurk around every corner and behind every door. Queen Talia's throne room is the scene of the final showdown between yourself and either General Vaklu (light side) or Jedi Master Kavar (dark side). To get in, you must sweep the palace's north and south wings to eliminate enemies and gain control of the palace security system. As you explore, raid the Queen's museum and vaults for a treasure trove of rare items and valuables.

MAIN QUEST PATH

Your main goal is to meet with Jedi Master Kavar, who eluded you earlier on Onderon. General Vaklu has finally begun outright war against Queen Talia, and her palace is under siege. Your presence is the decisive factor influencing the conflict's outcome. In addition, the mysterious Sith lending support to Vaklu have revealed themselves on Dxun, where a hidden tomb has been discovered. Split your party into two groups to simultaneously meet both threats.

A MESSAGE FROM KELBORN

War has broken out in the Onderon system. Its outcome depends on you.

After visiting all planets, a message arrives from the Mandalorian Kelborn. He informs you of General Vaklu's assault on the Royal Palace and urges that you return to the Onderon system immediately. Before you go, place your entire party in order; raise class levels, equip the best armor and weapons (with upgrades installed), stock up on healing items, grenades, and shields, and talk extensively with everyone to gain influence.

If you have thorium charges, blast open the southern cache.

When you select Onderon on the galaxy map, the *Ebon Hawk* lands instead on Dxun, the jungle moon. Form a party (it doesn't matter who), and hike along the paths to the Mandalorian camp.

NOTE

Stop at the sealed Mandalorian cache on your way north in the Dxun jungle. You couldn't open it before, but if you obtained thorium charges (either from Akkure on Dantooine or in the Sith Academy on Korriban), you can blast down the door and finally claim the loot!

Only by dividing your forces can you hope to defeat both Vaklu and the Sith.

Kelborn and your group gather in the command center to plan the next move. Over Mandalore's objections, it's decided to split the party into two groups. First, select three people (in addition to your character and Kreia) to investigate the Sith activity on Dxun. We strongly recommend assigning Visas Marr, Mandalore, and either Atton or Mira to the job. When you're ready, talk to Kelborn to begin the expedition.

THE GUARDED TOMB

Visas' potent Force powers mow down the charging bomas.

Simultaneously use Stealth and Demolitions to sneak past the motion sensor.

Xarga joins the three characters you chose in the jungle tomb area. Slay the trio of bomas ahead; beyond them the tunnel is carpeted with mines. If you brought Atton or Mira, you can disarm the mines in stealth mode and take out the motion sensor at the tunnel's mouth **(Waypoint 1)**. Without Stealth and Demolitions skills, you must charge forward into combat.

Make liberal use of ranged attacks and Force powers as you approach the tomb.

A full squad of Sith troops guard the tomb's entrance. Attack each knot of Sith from maximum range and pick them off one by one. Check the terminal next to the parked shuttle; the holo records reveal information about Freedon Nadd, the Sith ancestor buried within the ancient tomb **(Waypoint 2)**. From there, battle your way up the ramp leading to the tomb entrance; with grenades and Force Lightning, you can blaze through the hordes of enemies with destructive fury.

Check the alcoves flanking the entrance for hidden containers.

A dozen more Sith await at the tomb's door **(Waypoint 3)**. Equip any ion weapons you might have, like the Aratech droid oxidizer, for demolishing turrets and Sith war droids. Plunder the remains, then open the door to battle a few remaining guards. Make sure all are at full strength before entering the tomb.

FREEDON NADD'S CRYPT

Choose your math: Solve an equation at the terminal to open this ancient box.

The Dark Jedi's crypt lies straight ahead, but you should explore the side chambers. Wipe out the sentinels standing guard in the passages, then explore the southeast wing **(Waypoint 4)**. Solve a mathematical puzzle at the ancient terminal to open the sealed box. You're given five numbers: 6, 2, 8, 9, and 1. You must find a way to add, subtract, multiply, or divide them to get 13. The solution:

ANCIENT TERMINAL EQUATION

Operator	*Result*
Multiply	6 x 2 = 12
Subtract	12 – 8 = 4
Add	4 + 9 = 13
Multiply	13 x 1 = 13

Activate the droid in the southwest chamber for portable and automatic medical treatment.

Lightsaber crystals are your reward; use the workbench in this room to install them before you move on to explore the southwest chamber. Repair the medical droid here; there's also another ancient terminal that unlocks a sealed box **(Waypoint 5)**. This time you're given the choice of six components to replace. Check the diagnostic output, then choose to replace component "C." Take everything, then continue down the central hallway to the antechamber.

The Sith troopers send trained bomas to attack you.

A massive locked door blocks the passage leading to the crypt. Slay the guards, then follow the east hall to encounter a team of troopers and bomas. Carve them to shreds, then activate the terminal to unlock the crypt door **(Waypoint 6)**. Explore the west hallway before heading north into the tomb's final chamber.

If you repaired the medical droid earlier, battling the Sith master is much easier.

Confront the Sith master and his pair of cohorts (**Waypoint 7**). Whether because you want to deny them Freedon Nadd's power or because you refuse to share it with anyone else, you have no choice but to fight. Once again, Visas Marr's Force Lightning ends the battle quickly. If you didn't bring someone with offensive Force powers, then team up on the Sith master with melee attacks. When he goes down, turn your attention to the Dark Jedi. With all Sith defeated, loot Freedon Nadd's sarcophagus and head back to meet Xarga. Talk with him to find out how the rest of your party is faring in Iziz.

IZIZ UNDER SIEGE

The Basilisk: An armored dropship designed for quick penetration into hostile territory.

The Mandalorians provide you and two companions transport to Iziz in their Basilisk, a military shuttle left over from the war. As the ship lands in Iziz amid heavy fire, you must choose who to take along on your venture. The best candidates are Kreia for Force support and Bao-Dur; the Zabrak's Shield Breaker ability makes infiltrating the Royal Palace much easier.

NOTE

The enemies and allies you meet in Iziz differ depending on whether you sided with Queen Talia (light side) or General Vaklu (dark side) when you were last here.

The low-level soldiers are vulnerable to mind-affecting Force powers, like Insanity.

The Basilisk lands in the Merchant's Quarter (**Waypoint 8**). The plaza is barely recognizable: Charred rubble fills the streets, and large sections of the town are nothing but piles of ash. You are immediately assailed by a squad of either Vaklu or royalist soldiers, depending on your allegiance.

DARK SIDE

If you sided with General Vaklu, he agrees to negotiate your payment; use Force Persuade to maximize your profits. He then leaves, with a promise to meet you later in the Royal Palace.

Royalist troops are helpless against a pair of lightsabers.

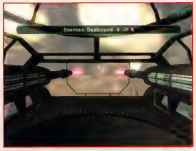
Whichever side you're on, the next task is to storm the sky ramp that leads to Talia's palace. Go north from the Merchant's Quarter and meet the flood of enemies pouring out of the palace (**Waypoint 9**). Grenadiers, soldiers, and gunners all attack you at once. Use their tactics against them by lobbing your own grenades at distant groups of foes while your melee specialist deals with any that charge close.

CAUTION

All power couplings that you pass explode for electrical damage. Don't explore unless you have enough health to absorb the blast. The explosions are caused by Kiph, who's slicing the couplings from a terminal inside the Royal Palace. The only way to disable these traps is at the source.

Bao-Dur supplies the most direct way through a force field.

Another squad of low-ranking enemies attack at the ramp's top. Eliminate them, then flush out any remaining foes in the turret tower and barracks. The path onward is blocked by an energy barrier **(Waypoint 10)**; smash it down with Bao-Dur's Shield Breaker ability, or use the terminal inside the turret tower.



Line up incoming bombers in your crosshair and blast them from the sky.

NOTE

From the terminal in the turret tower, you can take manual control of the air defense array to shoot down enemy ships. Eight bombers circle the skies over Iziz; each one you destroy earns 100 XP.

Use Force Lightning to wipe out entire squads in a single stroke.

SIDE STEP

Battle up the ramp's next section to find another force field **(Waypoint 11)**. If you're on Queen Talia's side, Vaklu's men beg you to let them escape with their lives. Vaklu's ties to the Sith have doomed his men even you let them escape however. Eliminate the force field with Bao-Dur or by using the terminal, and advance to meet a final wave of enemies. Light side players are faced with Sith reinforcements, while dark side players confront trained bomas. When the sky ramp is clear, head east into the Royal Palace.

THE CONSCIENCE OF THE QUEEN

›BEGIN QUEST	The Royal Deadline

The drexl larva could break through the force field, given enough time.

Queen Talia and Jedi Master Kavar are sealed in the throne room; a force field is all that stands between them and their enemies. The Sith have brought in gigantic reptilian drexl larva and are trying to goad the beast into smashing through the force field. As you approach, the antechamber's security door slams shut **(Waypoint 12)**. In order to reach the Sith and the Queen, you must first end the security lockdown from the terminals in the palace's north and south wings.

When enemies cluster together, one grenade can inflict huge damage.

Battle military droids from a distance; they explode when destroyed.

You can't do anything with the terminals in the Royal Palace until you take care of the slicer who's running the system. Head into the south wing with weapons drawn and fight your way to the hall's end; don't worry about exploring the side passages for now.

If Kiph suspects you won't let him leave peacefully, he attacks.

SIDE STEP

In the security room, you meet Kiph, the Twi'lek who helped you clear Dhagon Gent earlier **(Waypoint** 5**)**. He's been monitoring the palace computer systems and has been detonating power couplings in your path; allow him to live (light side) or execute him (dark side). After dealing with him, check the terminal to get primary access codes for the palace security system.

Breath Control protects you from the gas vents in the museum.

The northern security terminal allows you to open the door to the antechamber.

Return to the palace entrance and venture into the north hall. Eliminate any resistance and stop in the museum for valuables as you head to the security room at the hall's end **(Waypoint** 6**)**. Continue to the security complex and use the terminal to open the antechamber door.

The vault opens if you enter the correct code into this terminal.

To enter the sealed vault in the north wing, you must enter a series of key numbers in the terminal by the door **(Waypoint** 5**)**. The terminal gives you a hint for each number in the sequence. The code is:

ROYAL VAULT ACCESS CODE: KEY NUMBERS

65, 45, 39

Gang up on the drexl larva with critical strike and Force powers.

Take everything, then return to the antechamber. The drexl larva has broken free of the Sith's control; slay it and proceed into the throne room to join the battle. If you are on General Vaklu's side, you must battle Jedi Master Kavar to get any farther.

JEDI MASTER KAVAR BATTLE

Equip items that protect against stun effects before fighting Kavar.

The Makashi form gives you an advantage when dueling with Jedi.

Jedi Master Kavar

TAKEDOWNS

- Makashi Form
- Force Crush
- Critical Strike
- Adhesive Grenades

Jedi Master Kavar doesn't want to fight you, but he does what he must to protect Queen Talia. Kavar isn't as much of a lightsaber virtuoso as the other Jedi masters you've met, but he makes up for this with his extremely potent Force powers. Immunize yourself against stunning or other mental effects by equipping appropriate protection, such as Arkanian blinders or Mandalorian heavy armor.

Because of his relatively low defense, the best way to attack Kavar is in melee. Use the Makashi lightsaber stance and Critical Strike to deliver devastating blows. Like your duels with Vrook and Zez-Kai Ell, a break occurs in which you learn your opponent's lightsaber form (or Force form if you're a consular). This is a sign that Kavar is nearly finished! Renew your attack immediately to strike down the Jedi master for good.

Uphold the light side by slaying General Vaklu…

…or represent the dark side by assassinating Queen Talia.

Approach the throne where Queen Talia and General Vaklu are locked in combat (**Waypoint** B). It's time to decide the outcome of the civil war.

LIGHT SIDE

If you're supporting Queen Talia, you must battle General Vaklu on the steps to the throne. Ignore his bodyguards and direct all your attacks against the usurper. When he drops, Queen Talia declares a death sentence for her cousin. Earn further light side points by persuading the Queen to grant General Vaklu a fair trial. Afterward, Master Kavar takes time to answer any questions you have, and Queen Talia offers you a final reward from the royal treasury. Head for the palace doors to board the Basilisk and return to your companions on Dxun.

DARK SIDE

If you're on General Vaklu's side, Queen Talia makes a last stand. Combined attacks from all your companions make short work of her. With the Queen slain, General Vaklu delivers the reward he promised, and you are automatically transported back to your ship on Dxun.

›END QUEST	The Royal Deadline

›END QUEST	Master of the Palace

LOOSE ENDS

Geeda, the Rodian merchant on Nar Shaddaa, can finally branch out into bigger markets.

Finalize arrangements for a new fuel supply with Lieutenant Dol Grenn on Citadel Station.

Set a course for Dantooine to continue your quest.

Back aboard the *Ebon Hawk*, install the new item upgrades and lightsaber crystals you found. Now that you've found all the lost Jedi, return to Dantooine to plan your next move. This is your last opportunity to revisit Nar Shaddaa and Telos before things really get hairy. Complete the "New Trade Routes" sidequest with Geeda in the Refugee Landing Pad on Nar Shaddaa, and buy the HK-47 pacifist unit if you want to change your assassin droid's personality. Stop by Citadel Station and check with Lieutenant Dol Grenn in the TSF offices for an update on Telos and to finish the "New Fuel Source" sidequest. When ready, fly the *Ebon Hawk* to Dantooine to trigger the final stages of your adventure.

ENDGAME

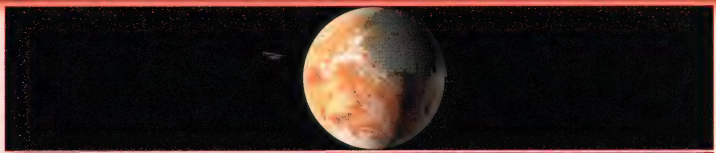
AREA OVERVIEW

The end of your quest is near, and only a few unexplored areas remain for you to visit. After short trips to Dantooine and Telos, you move on to explore and destroy Darth Nihilus' cruiser, the *Ravager*. Finally, you travel to Malachor V, a world of cataclysmic violence and concentrated dark side energy. There, within the Sith stronghold of Trayus Academy, Darth Sion and Kreia await you....

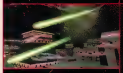
MAP 1 RUINED JEDI ENCLAVE

Ruined Jedi Enclave

When you return to Dantooine, you can visit the previously inaccessible upper level of the ruined Jedi Enclave. Meet with the Jedi Masters here (if you didn't slay them) and listen to Kreia's revelations about her past and her purpose.



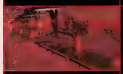
MAP 2 CITADEL STATION



- LEGEND
- OBJECTS
  None
- Unlocked Door
- Main Quest

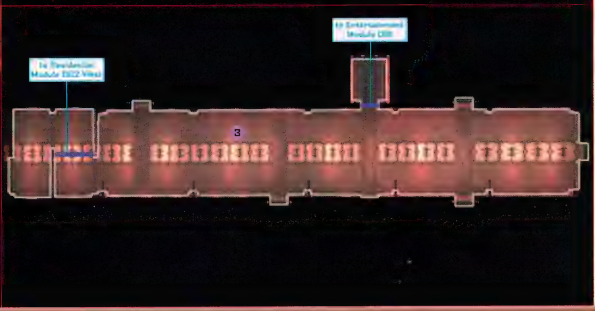
* Numbers correspond to the waypoints in the walkthrough text

MAP 3 CITADEL STATION

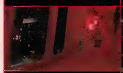


- LEGEND
- OBJECTS
  None
- Main Quest

* Numbers correspond to the waypoints in the walkthrough text



MAP 4 CITADEL STATION



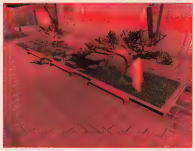
LEGEND

OBJECTS
None

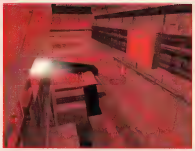
Unlocked Door

Main Quest

* Numbers correspond to the waypoints in the walkthrough text

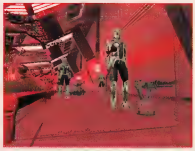


Ithorian Compound

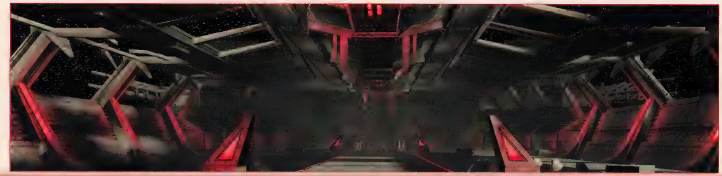


Promenade

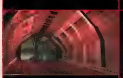
Main Concourse



When you return to Telos, an army of Sith invade Citadel Station. All civilians have been evacuated and the entire facility is on emergency lockdown. Most side areas, such as the Czerka Corporation, Exchange offices, and Cantina, are completely inaccessible. Your only objective here is to eliminate Sith forces as you make your way from the Ithorian compound in Residential Module 082 West to the TSF offices in Entertainment Module 081. From Citadel Station, your path leads directly to Darth Nihilus' capital ship, the *Ravager*.



MAP 5 RAVAGER: COMMAND DECK



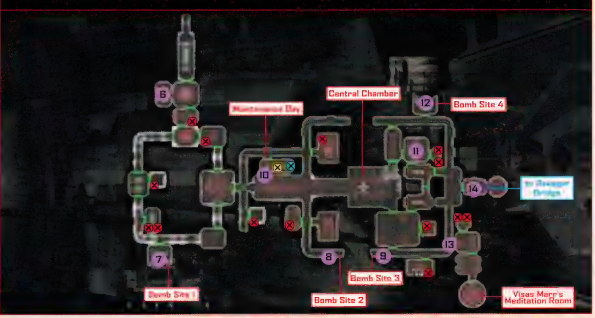
LEGEND

OBJECTS
- Containers
- Terminals
- Workbenches

Unlocked Door

Main Quest

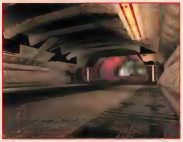
* Numbers correspond to the waypoints in the walkthrough text



The *Ravager* was used in the Mandalorian Wars; afterward, its broken hull remained in orbit around Malachor V. Darth Nihilus, using only the dark side, holds the ship together from his command post on the bridge. In order to destroy it, Mandalore has brought four proton cores to place in strategic areas on the Command Deck. After you escape, you can detonate the cores remotely, blowing apart the *Ravager* from the inside. Placing the cores won't be easy thanks to the hordes of Sith commandos and officers in your way.

◀◀ *Visas Marr's Meditation Room*

▶▶ *Central Chamber*



MAP 6 RAVAGER: BRIDGE

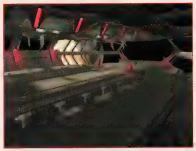
LEGEND

OBJECTS
- Containers

Unlocked Door

Main Quest

* Numbers correspond to the waypoints in the walkthrough text

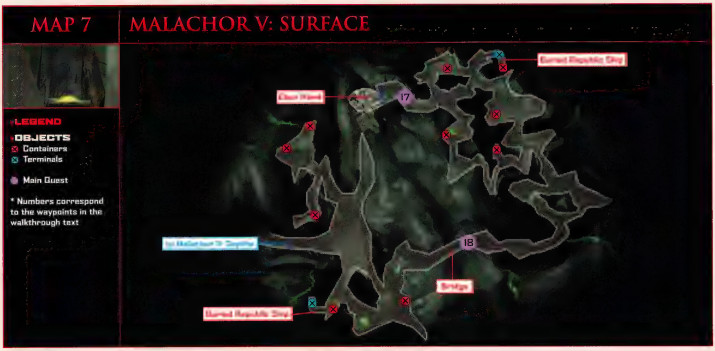


Bridge

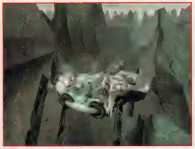
DARTH NIHILUS

The colossal bridge of the *Ravager*, featuring a panoramic view of space and the globe of Telos, is where Darth Nihilus awaits. The Lord of Hunger is protected by several chambers full of Dark Jedi and Sith heavy troopers. You must defeat these minions to reach the bridge and challenge Darth Nihilus himself.

MAP 7 MALACHOR V: SURFACE

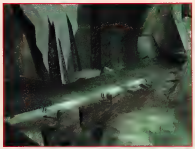


The *Ebon Hawk* crashes on the surface of Malachor V. The dark side energy seething throughout the planet has created a terrain of jagged rock spires, treacherous paths, and sheer cliffs. You find a pair of wrecked Republic ships that are mostly buried under mountains of sharp boulders. Beware of the glowing green cracks in the soil; these mark the location of poison gas vents. Use Breath Control or a bio-antidote implant to move through them with complete immunity. More dangerous still are the storm beasts—massive humanoid brutes twisted into monstrous forms by the corrupting energy of Malachor V. Like all beasts, they are only dangerous at close range. Snipe them from a distance with your best ranged weapon, then switch to melee attacks when they get too close.



Ebon Hawk

Bridge



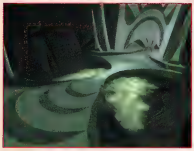
MAP 8 MALACHOR V: DEPTHS

LEGEND

OBJECTS
- Containers
- Terminals

Main Quest

* Numbers correspond to the waypoints in the walkthrough text

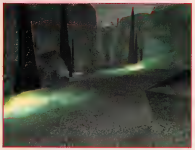


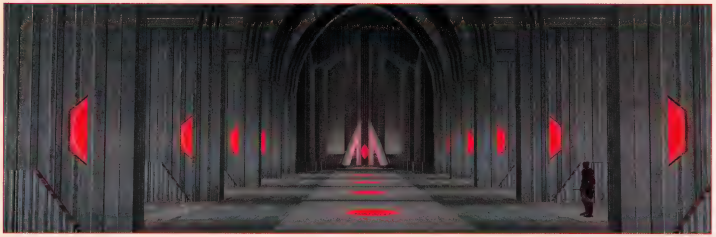
Trayus Academy

The maze of caverns known as the Malachor Depths lie between you and Trayus Academy. Two more Republic ships are buried within the tunnels, but without activation codes they remain inert. You also find a score of storm beasts that attack you in small teams. Immobilize them with mind-affecting Force powers like Insanity, then carve them up while they're helpless. Don't simply wade into a group of these creatures with lightsabers blazing; you'll be torn to shreds.

Storm Beast Pen

Beyond the tunnels is the storm beast pen, a massive gorge where the formidable greater storm beast prowls. This creature is the last challenge you must face before you can enter the eerie halls of Trayus Academy.





MAP 9 MALACHOR V: TRAYUS ACADEMY

LEGEND

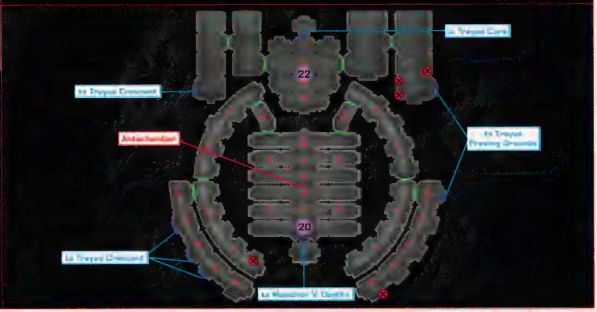
OBJECTS

Containers

Unlocked Door

Main Quest

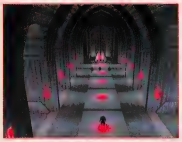
* Numbers correspond to the waypoints in the walkthrough text



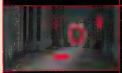
DARTH SION

Trayus Academy is the home of those Jedi who have succumbed the to dark side taint of Malachor V. To reach the structure's core, where Darth Sion and Kreia await, you must face a legion of elite Sith single-handedly. Skills and subtlety may have served you well previously, but here there is no substitute for raw destructive power, whether through combat feats or Force attacks. Only by fighting your way through the Sith's strongest guardians can you earn the right to confront your nemesis.

Antechamber



MAP 10 MALACHOR V: TRAYUS CRESCENT



LEGEND

OBJECTS

None

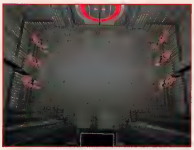
Unlocked Door

* Numbers correspond to the waypoints in the walkthrough text

Trayus Crescent

The majestic halls of the Trayus Crescent are thronged with Sith and not much else. Exploration of this area is completely optional, but the valuable items that slain enemies leave behind make it worthwhile. Watch out for Sith commandos hidden in the western hall's alcoves. Avoid being overwhelmed by using ranged attacks at maximum distance to lure enemies toward you in small groups.

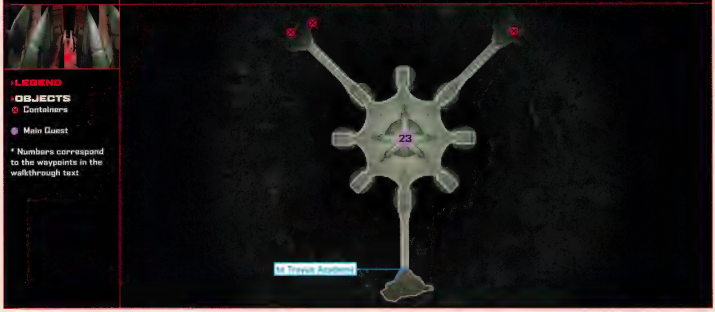
MAP 11 MALACHOR V: TRAYUS PROVING GROUNDS



Workbench

Trayus Academy's eastern wing is a warren of cramped rooms packed with alert Sith. Surviving the numerous battles against Dark Jedi and Sith commandos requires controlled aggression and endurance. Keep doors closed until you defeat all the enemies around you; this allows you time to rest and recover vitality or Force points if you're exhausted. The only point of interest in this area is the workbench, found in a small room near the area's center. You find many armor, weapon, and lightsaber upgrades on the Sith's remains; stop by here before you venture into the Trayus Core to ensure you're at maximum strength.

MAP 12 MALACHOR V: TRAYUS CORE



Trayus Core

The nexus of Trayus Academy, the core is a clawlike altar built over a colossal geyser of dark side energy. It is here that you face your ultimate battle and fulfill your destiny.

MAIN QUEST PATH

The time to fulfill your destiny is at hand. Now that you have either gathered or slain the last jedi, the Sith emerge from the shadows to wage open war.

THE JEDI COUNCIL

Hound and fury: The kath ferociously defend their territory in the enclave courtyard.

Speak with Kreia in the *Ebon Hawk*'s Port Dormitory. She tells you to return to the enclave on Dantooine; from this point, you can't receive any more teachings or information from her. Set course for Dantooine, disembark, and head northwest to the Enclave courtyard. Cross the bridge and turn left; kath hounds prowl here if you didn't slay them earlier. Beyond them, the enclave's south door (which was sealed before) now stands open—it seems you've been expected.

The surviving Jedi Masters reaffirm your sentence of exile, until Kreia intervenes.

What happens next depends on how you handled the lost Jedi Masters. If you allied with them, they await you in the Council Chamber (**Waypoint** 1). After lengthy debate, they decide to validate your sentence of exile; no matter how pure your motives might be, the Force echoes you create are too strong for the weakened galaxy to withstand. Despite personal regrets, the Council prepares to enforce its judgment by permanently banishing you from all connection to the Force. Kreia saves you at the last minute. After revealing her secret evil motives for bonding with you, she angrily departs to meet with Atris on Telos. The Jedi council has no choice but to let you depart unharmed to deal with her.

Stay here and die, apprentice, among the wreckage of all that remains of the Jedi. It is a fitting grave until the Sith come to end you... to end everything.

If you struck down the lost Jedi, Kreia abandons you to your fate.

If no Jedi are left alive to form a council, a short confrontation takes place with Kreia instead. She dismisses you as an ignorant fool who, despite all your adventures, has learned nothing. The deaths of the Jedi mean nothing to her—it's the death of the Force itself that she's after. Besides, not all the Jedi are dead—Master Atris still resides at her academy on Telos.

▸END QUEST	The Lost Jedi

DARTH TRAYA

Atton staggers to his feet and reports on Kreia's departure.

When you leave the Jedi Enclave, the scene shifts to the *Ebon Hawk*. Atton reports that Kreia and several handmaidens (sent by Atris) stormed through the ship and left. If you have the handmaiden in your party, she is gone as well. It seems that Telos is where the Sith are going to strike next—you must reach Atris' Jedi Academy as fast as possible.

Atris has already fallen to the dark side; she only needs to admit it.

The handmaiden is the only one of Atris' servants willing to fight against the dark side.

By the time the *Ebon Hawk* lands on Telos, Kreia has already left. The damage has been done, however; Atris has openly embraced the dark side and has taken the moniker of Darth Traya. You confront her in her meditation chamber, where it's revealed that Traya has gathered dozens of Sith holocrons. She brushes aside any offer you make to show mercy or lead her to redemption, and there's no choice but to fight for your life.

DARTH TRAYA BATTLE

Critical Strikes can stun Traya, leaving her practically helpless.

With the right equipment, Traya's dark side powers have no effect.

DARTH TRAYA BATTLE
CONTINUED

Darth Traya

TAKEDOWNS

- Critical Strike
- Force Storm
- Makashi lightsaber form
- Force Enlightenment

As a former member of the Jedi Council, Darth Traya is a master of lightsaber combat. In addition, she commands an array of potent dark side powers like Drain Life and Force Storm. Protect yourself by equipping gear that nullifies status effects or cancels electrical damage.

Since you don't have any companions to provide healing or support, protect yourself with Energy Resistance or Force Barrier if you're a Consular with low defense. The best way to attack Darth Traya is with a lightsaber or two. Her armor restrictions mean low defense and vitality are her biggest weaknesses. Critical Strike delivers maximum pain, and if you're lucky may stun the Queen of Betrayal as well. Monitor your vitality closely during this fight; if it drops below half, step away and use your most efficient mode of healing, such as Master Heal or a life support pack. A straightforward brute force approach should give you a quick victory over your former colleague.

CITADEL STATION UNDER SIEGE

›BEGIN QUEST	Fuel Sabotage

Without your help, Citadel Station is doomed.

SIDE STEP

After the battle, you have the chance to spare Traya's life (light side) or to slay her while she's helpless (dark side). Meanwhile, the Sith have made a bold stroke and invaded Citadel Station. Their mysterious leader and Visas Marr's master, Darth Nihilus, has finally revealed himself. As his capital ship, the Ravager, settles into orbit over Telos, you meet with Lieutenant Dol Grenn back on Citadel Station. The TSF and Republic forces, with the help of your old rival Azkul from Dantooine, have rallied the station's defenses in the Ithorian compound **(Waypoint 2)**.

NOTE

You can reassign your party members at any time on Citadel Station. Bao-Dur, Mandalore, and HK-47 are temporarily unavailable; you can bring them back into the party later.

The Deflect feat makes advanced Jedi guardians almost immune to blaster fire.

Head north into the main corridor to face a group of Sith assassins. Azkul's mercenaries join in the assault but are quickly cut down. The medical bay is off limits, so go east to face another group of Sith **(Waypoint 3)**. The enemies here attack strictly with ranged weapons; reply with grenades and Force powers to eliminate them quickly. Pick through their remains after the battle, then take the shuttle to the Entertainment Module.

Force Storm can strike almost a dozen enemies at once.

Head through the area to the TSF office on the far side, cutting down any Sith that try to stop you. The Dobo brothers' emporium is unlocked and crawling with enemies; clean them out for extra experience points and items. After defeating all Sith, the imminent danger to Citadel Station is over (**Waypoint** 4). It's now time to go on the offensive and mount an assault expedition against the *Ravager*.

›END QUEST **Fuel Sabotage**

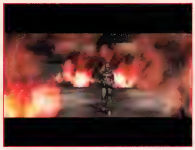
For an effective fighting team, make liberal use of your allies' special abilities.

Approach the shuttle port south of the TSF office to meet Mandalore (**Waypoint** 5), who offers to lead the boarding party. There's nothing more to do on Citadel Station, so tell Mandalore you're ready to go. Visas Marr arrives (if she wasn't with you already) and vows to join your confrontation with Darth Nihilus, her former master. Her presence isn't mandatory but is *strongly* recommended. When the preparations are finished, Mandalore's shuttle takes off and weaves through the raging space battle to land at a breached docking bay on the *Ravager*'s starboard hull.

ABOARD THE *RAVAGER*

›BEGIN QUEST **Defeat Darth Nihilus**

›BEGIN QUEST **Destroy the *Ravager***



Mandalore strides onto the Ravager's *Command Deck.*

You can't escape the ship until you have faced Darth Nihilus in battle.

Now that you're aboard the enemy ship, make your way across the Command Deck to the elevator leading to the Bridge. Along the way, place the four proton cores (that Mandalore brought) in key areas of structural weakness. After you defeat Darth Nihilus and escape, you can detonate the cores by remote and completely destroy the *Ravager* once and for all.

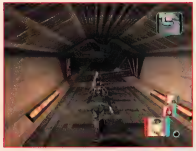
When the enemy holds a ranged weapon, you receive a bonus on melee attacks.

Support melee combatants with Force powers and ranged weapons.

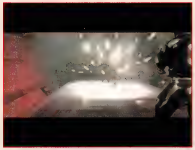
Your group gathers near the hull breach created by the Kelboran and the Mandalorians (**Waypoint** 6). Go south to battle the first group of Sith. The many commandos and elite soldiers are equipped for ranged combat and can quickly wear you down with blaster fire if you don't finish them off quickly. Force Storm, a staple of any Jedi's arsenal, is without question the fastest way of eliminating the opposition. Have Visas use this power in every battle for an easy victory—just let her Force points regenerate between skirmishes.

Plant the first proton core here.

When you reach the first bomb site (**Waypoint** 7), Kex lets you know. Place the proton core, then go north and east into the ship's huge central chamber. Slay the Sith lieutenant and his troops, then take the first hall on the right to find the second bomb site (**Waypoint** 8). Two down, two to go.



The second proton core goes in a dead-end passage.



The Sith detonate one of your proton cores prematurely.

Force Deflection works automatically, even when you're using Force powers.

Return to the central chamber and go through the last door on the right. Eliminate the Sith on the other side, then cross the room and open the next door to find the third bomb site (**Waypoint** 9). After placing this charge, the Sith manage to make an effective counterattack that destroys one of the proton cores. In order to place the fourth charge, you must find a replacement proton core to use.

Find a replacement proton core in the maintenance room.

Head back to the ship's fore and locate the maintenance room (**Waypoint** 10). Utilize the workbench to install any useful upgrades you have found before moving on to find the fourth bomb site.

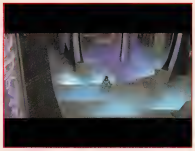
Colonel Tobin has given up all hope of redemption, but you can change his mind.

If you decide to fight Colonel Tobin, have the decency to end him quickly.

SIDE STEP

Trek through the central chamber and open the last door on the left. Continue to the next room to find Colonel Tobin, who you met earlier on Onderon (**Waypoint** 11). The seasoned soldier followed the Sith after you helped end the civil war and is now practically a prisoner, chained to Darth Nihilus and the *Ravager* by the dark side. You can try talking the Colonel into renouncing Darth Nihilus (light side), but this only works if you bring up the safety of Onderon. Alternatively, you can dispense with the conversation and jump right into battle (dark side). If you decide to fight, Colonel Tobin makes a brave effort—but the doomed officer can't hope to survive a simultaneous barrage of lightsaber blows, Force powers, and combat feats from your party.

The final proton core goes here.



Visas takes a moment to gather her strength in the meditation room.

After dealing with Colonel Tobin, go north and place the final proton core **(Waypoint 12)**. All the explosives are in place, and you can now use the aft elevator to reach the *Ravager*'s bridge. Before you go, explore the south passage thoroughly. When you approach Visas' quarters, the Miraluka asks for some time to center herself in her private meditation chamber **(Waypoint 13)**. After she's finished, search her quarters for items and return north to ride the elevator to the Bridge **(Waypoint 14)**.

Dark Jedi use offensive Force powers against you. Reply in kind.

Several large rooms lie between you and the Bridge, and most of them are full of enemies. First check the room on the right to find a few storage lockers, then loop around through the port rooms. A few Dark Jedi attack here **(Waypoint 15)**; combine all your party's attacks on each one in turn, then worry about the Sith heavy troopers. Search each Dark Jedi corpse carefully; they often leave lightsabers behind.

Visas Marr warns you when your confrontation with Darth Nihilus is imminent.

As you approach the Bridge's door, Visas Marr warns you that this is your last chance to restore your health or change equipment before you confront Darth Nihilus. Take her advice and make sure you're in top condition, then save your game before moving on. The Lord of Hunger doesn't seem to notice you until you get close, at which point he effortlessly stuns you with a wave of his hand **(Waypoint 16)**. While you reel under the stunning effect, infuriate Darth Nihilus with a few choice taunts—then the battle begins.

DARTH NIHILUS BATTLE

One solid attack can knock off half of Darth Nihilus' vitality; use Critical Strike to make every blow count.

When Visas stuns her former master, try to inflict as much damage as possible before it wears off.

Darth Nihilus restores his vitality by draining it from you.

Darth Nihilus

TAKEDOWNS

- Critical Strike
- Force Storm
- Sniper Shot

DARTH NIHILUS BATTLE

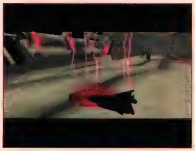
CONTINUED

Darth Nihilus is so corrupted by the dark side that his very speech causes pain and death to all who hear it. He wields a red lightsaber in battle, and he readily utilizes Force powers to kill, especially Drain Life.

Your duel with the Lord of Hunger is made easier by the fact that you have two companions to help you out. Mandalore should immediately use his implant-switching ability, boosting dexterity to enhance both his defense and his ranged attacks. If you are a consular, have Mandalore boost his strength instead and then attack Darth Nihilus in melee while you provide support through Master Heal and other defensive powers.

Visas Marr should use offensive Force powers for the battle's first half. When the Lord of Hunger loses half his vitality, Visas interrupts to ask your guidance. For the best results, tell her to block the flow of power Nihilus absorbs from the *Ravager*; this stuns him for a few seconds. Use this chance to attack with your character and Mandalore, and you finish off the Sith before the stun wears off.

›END QUEST **Defeat Darth Nihilus**



The Lord of Hunger evaporates in a storm of dark energy.

Escape the Ravager *by returning to the place where you arrived.*

After Darth Nihilus falls, Visas Marr removes Nihilus' mask and looks on his true face. She gives you the mask if you ask for it; while it can't be equipped, simply carrying it slightly increases your maximum Force points. The Lord of Hunger leaves behind no remains. Now you must hike back through the *Ravager* and return to where you entered, and a shuttle takes you to Citadel Station.

›END QUEST **Destroy the *Ravager***

Admiral Onasi served with Revan and is eager for any news about his old friend.

You have a short opportunity to speak with Admiral Carth Onasi, who fought with Revan in the Mandalorian Wars. He offers all the information he can, then hints that if you want to strike at the source of the Sith's power, you must follow the *Ravager*'s course back to its point of origin: Malachor V. After talking with Admiral Onasi, you set out alone in the *Ebon Hawk* to begin your final adventure.

THE BROKEN WORLD

You must accomplish the remainder of your quest solo.

The *Ebon Hawk* crashes on the Malachor V's jagged surface. For the remainder of your quest, you are on your own. This shouldn't be a problem, however; after all that you've been through, your character should be a powerhouse of destruction.

Critical Strike has a good chance of stunning the storm beasts if you have high strength.

From the crash site (**Waypoint** f2), head down the sloped paths and into the maze of trails and crevasses. Consider equipping a bio-antidote system to protect you from the erupting poison gas vents, or simply rely on Breath Control. A few storm beasts prowl the area; hit them with ranged attacks as they close in, then finish them off in melee. Grenades are ineffective against these creatures because they are seldom grouped together and prefer to attack you up close.

Use Breath Control to move through the poison vents with impunity.

Probe into the dead ends as you head south, plundering containers and the corpses of those less fortunate. Note the two buried Republic ships in this area. You can't do anything with them until after you explore the entire surface of Malachor V. When you reach the natural bridge, (**Waypoint** f3), look up the canyon for a breathtaking vista of your crash site. From there, continue west to slay a few more storm beasts and descend to the Malachor Depths.

Render the storm beasts helpless with Insanity, then slay them in complete saftely.

Storm beasts attack as you head into the maze of caverns. Slay them all; you want this area to be free of enemies later when you pass through here as Bao-Dur's remote droid. Search the alcoves and dead ends for items, then head through the massive gate to battle the greater storm beast (**Waypoint** f3).

GREATER STORM BEAST BATTLE

The greater storm beast's awkward size means he sometimes loses track of you.

GREATER STORM BEAST BATTLE

CONTINUED

Stick it to the storm beast with an adhesive grenade.

Greater Storm Beast

TAKEDOWNS

- Adhesive Grenades
- Sniper Insanity
- Force Storm
- Critical Strike
- Master Force Resistance

Largest of his breed, the greater storm beast possesses immense strength and toughness. He appears on the storm beast pen's far side, giving you a few rounds to prepare before he closes to melee range. Buff yourself up with defensive powers, such as Force Resistance, and increase your physical stats with adrenal stims. Sometimes the beast pauses for a moment during its charge; if this happens, lob an adhesive grenade.

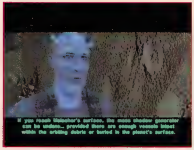
Even a well-armored sentinel can find themselves pulverized after a few blows from the greater storm beast. Fortunately, its massive size works to your advantage. Because it's so big, the creature needs plenty of room to make an attack. If you get really close to it, you can back the greater storm beast up against a wall, where it will be unable to attack or move. You can then attack in complete safety.

The Sith welcome you to Trayus Academy.

With the creature slain, the gates to the storm beast pen open. Exit though the north gate to find the entrance to Trayus Academy. A dozen Sith assassins uncloak as you approach, but they don't attack; instead, they reverently bow to you. Don't expect any more respectful welcomes like this once you get inside.

REMOTE CONTROL

▸BEGIN QUEST **Mass Shadow Generator**


If you recall Malachor's portion, the mass shadow generator can be unstable, providing there are enough sounds blown within the orbiting debris or buried in the planet's surface.

◂◂ *Bao-Dur's remote droid plays back its final command.*

After entering Trayus Academy, the scene shifts back to the *Ebon Hawk*'s crash site. Bao-Dur has programmed his trusty remote droid to accomplish one final task: the destruction of Malachor V. Remember the four wrecked Republic ships you passed earlier? Each of them contains an active power core that can be turned into an energy source for a planet-shattering explosion. You must take control of the little remote droid and pilot it to each of the four ships to bring them online.

▸▸ *Pilot the remote droid to the four wrecked Republic ships to construct the mass shadow generator.*

If you were diligent about slaying the storm beasts, this mission is incredibly easy. Using the maps for guidance, fly the remote to each shipwreck; there are two in the Malachor surface area and two more in the Malachor Depths. Avoid any storm beasts left behind—Bao-Dur's remote has almost no attack potential or defenses. When you've activated the final terminal, G0-T0 arrives and interrupts the plan. Ultimately, the choice of whether or not to destroy Malachor V is up to you.

▸END QUEST **Mass Shadow Generator**

THE FINAL BATTLE

◂◂ *Soften up the opposition with Force powers before wading into melee.*

Meanwhile, your character has entered the antechamber of Trayus Academy **(Waypoint 20)**. Constant battles with numerous Sith assassins are the rule here; use your strongest attacks to eliminate them quickly. Insanity isn't restricted by armor, so even Jedi guardians can utilize it to immobilize large groups of enemies before switching to conventional attacks. There are very few containers to search in the academy, but the many high-level enemies often leave behind lightsabers and other rare, powerful items. Search all remains carefully as you proceed.

◂◂ *The workbench is guarded by a squad of Sith commandos.*

Head right at the antechamber's end and follow the curving passages to reach the Trayus Proving Grounds. This wing of the academy is also teeming with Sith; fortunately, the many doors help keep the separated, allowing you to divide and conquer. Look for the workbench near the area's center **(Waypoint 21)**; this is the *last* chance you have to install or create any new upgrades for your weapons and armor. Take advantage of it.

◂◂ *Wait for the enemies to rush in; you don't have to fight as many at once this way.*

Go through the portal at the north end of the Trayus Proving Grounds, which takes you back to the academy's central area. Darth Sion is only a couple of rooms away, so make sure you're at full strength and save your game before venturing in to confront him **(Waypoint 22)**.

DARTH SION BATTLE

◂◂◂ *Protect yourself with defensive items before closing for a lightsaber clash.*

DARTH SION BATTLE

CONTINUED

Darth Sion heals at will, but you can win by striking him down repeatedly.

This duel isn't about strength, it's about belief.

Darth Sion

TAKEDOWNS

- Critical Strike
- Master Energy Resistance
- Mandalorian Power Shield
- Force Storm
- Force Crush

Darth Sion, the Lord of Pain, won't let you approach Kreia unless you kill him first. The shattered Dark Jedi attacks you with a lightsaber and Drain Life; improve your chances the moment battle begins by protecting yourself with Energy Resistance or a powerful shield item.

When your defensive preparations are complete, switch your focus to offense. Combat specialists should use the Makashi form, which grants nice attack and damage bonuses; the blaster deflection penalties associated with this form are irrelevant here. Force power specialists should unleash Force Storm repeatedly. In either case, watch your vitality closely and switch your priority to healing if you lose more than half your health.

DARTH SION BATTLE

CONTINUED

Defeating Darth Sion isn't that difficult, but there's a small problem: He can fully restore his vitality at will. He vows that every time you strike him down, he will rise up to keep fighting. In order to win, show Darth Sion that you are willing to keep slaying him over and over again—each time he staggers back to his feet, the Lord of Pain seems a little more uncertain. To end the battle for good, you must slay the Lord of Pain four times. After that, he surrenders to your greater strength of will and, with some relief, voluntarily relinquishes his life.

Now only Kreia remains. She is in the center of the Trayus Core to the north (**Waypoint 29**). You might want to revisit the workbench in Trayus Proving Grounds to install any lightsaber upgrades you found on Darth Sion's body beforehand. When you're ready, cross the narrow bridge leading to the Trayus Core, where the final battle takes place.

KREIA BATTLE

Engage defenses and attack with your full strength.

Force Wave can stun Kreia's floating lightsabers.

KREIA BATTLE
CONTINUED

Destroy the lightsabers, then attack their master.

Kreia

TAKEDOWNS

- Critical Strike
- Force Storm
- Energy Resistance
- Makashi Form

In a final conversation, Kreia reveals the hidden motive that's driven every step she's taken during your quest: her utter hatred of the Force. As a Jedi, however, she is unable to face the idea of a life without it. Only death can free her from this hatred, but it must come at your hands.

This battle has two phases. The first part is a conventional Jedi duel. Energy shields can absorb some of the damage from Kreia's lightsaber, while an Arkanian blinder or a Sith mask will protect you from her mental Force powers. If you start losing a lot of health, back away along one of the three bridges to take a breather and administer healing.

For effective attacks, use the Makashi lightsaber form like you did against Darth Sion. Kreia is a Consular, making her low defense and vitality her biggest weaknesses. Any attempt to immobilize or debilitate her with Force powers will probably fail, so stick with melee combat feats for best results.

KREIA BATTLE
CONTINUED

During the second phase of combat, Kreia summons a trio of lightsabers and, using her Kinetic Combat feat, mentally commands them to attack you. Even though they are inert objects, the lightsabers are still vulnerable to status effects; Force Wave is extremely effective here. It knocks the lightsabers away from you, and it has a good chance of stunning them. You can also destroy the lightsabers with physical attacks. When they are destroyed, Kreia is completely defenseless; a few more Critical Strikes or Power Attacks finish her for good.

Kreia offers you a glimpse into your future.

At last, you have defeated your most powerful enemies and can finally rest and take comfort in the fact that the Force itself is safe from Kreia and the Sith (for now). Will the Republic survive? What will happen to your companions? And where will you go next? Before she dies, Kreia answers all of these questions for you, thanks to her ability to see dimly into the future. Follow each thread of the conversation to learn the fates of the worlds and friends you've come to know during your quest. When that's done, sit back and enjoy the game's ending! There are two outcomes depending on whether you've upheld the light side or have been corrupted by the dark side, but we won't spoil them by telling you what happens. Whatever your fate, you deserve to be congratulated—the epic struggle has come to an end!

APPENDIX I:
MELEE WEAPONS AND UPGRADES

All items within each section of the Appendix are organized from the least effective to the most effective. The items highlighted in red are items we strongly recommend you locate and equip.

Melee Weapons

QUARTERSTAFF

FEATS	WP Melee Weapons	BALANCED	No
DAMAGE	1–6	SPECIAL	—
TYPE	Physical	UPGRADEABLE	No
CRITICAL THREAT	20–20, x2	BREAKDOWN COMPONENT	5
ATTACK MODIFIER	—		

NOTES: Usually just a smooth shaft of wood or light alloy, this is one of the most simple weapons of ancient design.

ENERGY BATON

FEATS	WP Melee Weapons	BALANCED	No
DAMAGE	1–1	SPECIAL	Bonus +1–3 Physical. On Hit: Stun 25% Chance, 12 Seconds, DC 14
TYPE	Physical		
CRITICAL THREAT	20–20, x2	UPGRADEABLE	No
ATTACK MODIFIER	—	BREAKDOWN COMPONENT	2

NOTES: Energy batons are commonly employed by police forces who prefer an inexpensive method of subduing suspects.

GEONOSIAN ELECTRO-STAFF

FEATS	WP Melee Weapons	BALANCED	No
DAMAGE	1–6	SPECIAL	Bonus +3–18 Electrical
TYPE	Physical	UPGRADEABLE	No
CRITICAL THREAT	20–20, x2	BREAKDOWN COMPONENT	1,047
ATTACK MODIFIER	—		

NOTES: Geonosians are winged insects covered with protective bony plates. They are highly intelligent and commonly hold down command positions. Many others serve, therefore, only rarely find themselves off of their home world of Geonosis.

EXCHANGE NEGOTIATOR

FEATS	WP Melee Weapons	BALANCED	No
DAMAGE	1–1	SPECIAL	Bonus +1–6 Physical. On Hit: Stun 25% Chance, 6 Seconds, DC 18
TYPE	Physical		
CRITICAL THREAT	20–20, x2	UPGRADEABLE	No
ATTACK MODIFIER	—	BREAKDOWN COMPONENT	42

NOTES: A useful tool for espionage, this weapon is more effective than the standard vibro blade but is still classified as not armed.

HANDMAIDEN'S STAFF

FEATS	WP Melee Weapons	BALANCED	Yes. +2/+0 vs. Two-Weapon Penalty if Used in the Off Hand
DAMAGE	2–12	SPECIAL	Usable by Handmaiden. Defense Bonus 1
TYPE	Physical		
CRITICAL THREAT	20–20, x2	UPGRADEABLE	No
ATTACK MODIFIER	+2	BREAKDOWN COMPONENT	50

NOTES: Handmaiden's staff: used exclusively by that faction, a powerful defense generator.

GAND SILENCER

FEATS	WP Melee Weapons	BALANCED	No
DAMAGE	1–1	SPECIAL	Bonus +1–8 Physical. On Hit: Stun 25% Chance, 6 Seconds, DC 22
TYPE	Physical		
CRITICAL THREAT	20–20, x2	UPGRADEABLE	No
ATTACK MODIFIER	+1	BREAKDOWN COMPONENT	379

NOTES: It is unclear whether the weapon was designed for the Gand or to silence them.

PLASMA TORCH

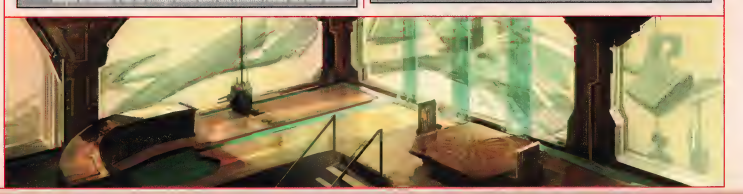
FEATS	WP Melee Weapons	BALANCED	No
DAMAGE	1–1	SPECIAL	Bonus +1–6 Fire
TYPE	Physical	UPGRADEABLE	No
CRITICAL THREAT	20–20, x2	BREAKDOWN COMPONENT	1
ATTACK MODIFIER	—		

NOTES: Plasma torches ship container components in heat-compression machines. Plasma is always dangerous to operate, it can cut through sealed doors and penetrator's quickly turn sound bulkheads

GAND DISCHARGER

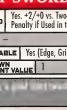
FEATS	WP Melee Weapons	BALANCED	No
DAMAGE	1–1	SPECIAL	Bonus +2–16 Physical. On Hit: Stun 25% Chance, 6 Seconds, DC 22
TYPE	Physical		
CRITICAL THREAT	20–20, x2	UPGRADEABLE	No
ATTACK MODIFIER	+1	BREAKDOWN COMPONENT	1,350

NOTES: The genomics of Gand technology, the discharger can both arrest the mind and suppress body input. These weapons were not commonly more in days gone by and highly coveted by the few. Extant in the Jedha granted time.



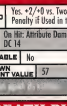
LONG SWORD

FEATS	WP Melee Weapons	BALANCED	No
DAMAGE	1-12	SPECIAL	--
TYPE	Physical	UPGRADEABLE	Yes (Edge, Grip)
CRITICAL THREAT	20-20, x2	CREATABLE	Yes, Repair (1)
ATTACK MODIFIER	--	BREAKDOWN COMPONENT VALUE	2
NOTES	Here is where the roots of the lightsaber begin, with traditional swords still wielded today in many primitive cultures. There are simple but effective in the right hands.		



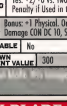
TRANDOSHAN SWORD

FEATS	WP Melee Weapons	BALANCED	No
DAMAGE	5-16	SPECIAL	--
TYPE	Physical	UPGRADEABLE	No
CRITICAL THREAT	19-20, x2 +4-4	BREAKDOWN COMPONENT VALUE	102
ATTACK MODIFIER	+1		
NOTES	While most cultures associates the primitive sword in favor of vibroweapons or other weapons, the Trandoshan considers only the weapon as a badge of honor. This sword is made of the claw and fashion into a dagger and hanged from the injured blade.		



SHYARN

FEATS	WP Melee Weapons	BALANCED	No
DAMAGE	6-17	SPECIAL	Bonus Feats: Flurry, Improved Flurry
TYPE	Physical		
CRITICAL THREAT	20-20, x2	UPGRADEABLE	No
ATTACK MODIFIER	+1	BREAKDOWN COMPONENT VALUE	900
NOTES	This primitive-looking weapon hails from the Echani species who employ it in traditional blade duels. It is created with ancient techniques and rare metals. Shyarns are engraved and enhanced in each step, often including clan-like during process. This unique property results in duels that can become deadly threats of combat.		

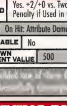


VIBROSWORD

FEATS	WP Melee Weapons	BALANCED	No
DAMAGE	2-12	SPECIAL	--
TYPE	Physical	UPGRADEABLE	Yes
CRITICAL THREAT	19-20, x2	CREATABLE	Yes, Repair (10)
ATTACK MODIFIER	--	BREAKDOWN COMPONENT VALUE	14
NOTES	Vibrosoul generates power into a blade-developed weapon design. A common weapon that provides against stunning damage and resistance, commonly set evolves in the core of Vibrosword.		

ECHANI VIBROSWORD

FEATS	WP Melee Weapons	BALANCED	No
DAMAGE	4-14	SPECIAL	Bonus +2 Cold
TYPE	Physical	UPGRADEABLE	Yes
CRITICAL THREAT	19-20, x2	BREAKDOWN COMPONENT VALUE	675
ATTACK MODIFIER	+2		
NOTES	In addition to a corteax weave that deflects lightsaber sparring damage, some Echani vibroswords are supercooled to keep them in alignment, giving them an icy sting.		



SITH TREMOR SWORD

FEATS	WP Melee Weapons	BALANCED	No
DAMAGE	4-14	SPECIAL	Bonus +3 Sonic
TYPE	Physical	UPGRADEABLE	Yes
CRITICAL THREAT	19-20, x3	BREAKDOWN COMPONENT VALUE	700
ATTACK MODIFIER	+1		
NOTES	Traced to the Bladeborn, a Sith offshoot dedicated to sword mastery, these ancient hand weapons were given to "masterblades" who survived no less than 10 lightsaber-wielding warriors in combat.		

SHORT SWORD

FEATS	WP Melee Weapons	BALANCED	Yes. +2/+0 vs. Two-Weapon Penalty if Used in the Off Hand
DAMAGE	1-6	SPECIAL	--
TYPE	Physical	UPGRADEABLE	Yes (Edge, Grip)
CRITICAL THREAT	20-20, x2	BREAKDOWN COMPONENT VALUE	1
ATTACK MODIFIER	--		
NOTES	Outmoded by most modern warriors, a good short sword can still serve well in combat if one uses it skilled.		

RODIAN BLADE

FEATS	WP Melee Weapons	BALANCED	Yes. +2/+0 vs. Two-Weapon Penalty if Used in the Off Hand
DAMAGE	1-6	SPECIAL	On Hit: Attribute Damage STR DC 14
TYPE	Physical	UPGRADEABLE	No
CRITICAL THREAT	20-20, x2	BREAKDOWN COMPONENT VALUE	57
ATTACK MODIFIER	+1		
NOTES	This serrated weapon inflicts grave pain upon its victims.		

RODIAN DEATH BLADE

FEATS	WP Melee Weapons	BALANCED	Yes. +2/+0 vs. Two-Weapon Penalty if Used in the Off Hand
DAMAGE	1-6	SPECIAL	Bonus: +1 Physical. On Hit: Attribute Damage CON DC 10, STR DC 14
TYPE	Physical	UPGRADEABLE	No
CRITICAL THREAT	20-20, x2	BREAKDOWN COMPONENT VALUE	300
ATTACK MODIFIER	+1		
NOTES	A more advanced version of the Rodian blade. Very savage wounds known to victim anything to pain.		

RYYK BLADE

FEATS	WP Melee Weapons	BALANCED	Yes. +2/+0 vs. Two-Weapon Penalty if Used in the Off Hand
DAMAGE	3-8	SPECIAL	Bonus: +3 Physical
TYPE	Physical	UPGRADEABLE	Yes (Edge, Grip)
CRITICAL THREAT	20-20, x2	CREATABLE	Yes, Repair (23)
ATTACK MODIFIER	+2	BREAKDOWN COMPONENT VALUE	450
NOTES	These short blades are created to mimic the Ryyk Wookiee saber, but are rarely used outside of their native fighting form.		

TWI'LEK SPINNING BLADE

FEATS	WP Melee Weapons	BALANCED	Yes. +2/+0 vs. Two-Weapon Penalty if Used in the Off Hand
DAMAGE	1-6	SPECIAL	On Hit: Attribute Damage STR DC 18
TYPE	Physical	UPGRADEABLE	No
CRITICAL THREAT	20-20, x2	BREAKDOWN COMPONENT VALUE	500
ATTACK MODIFIER	+1		
NOTES	The deadly Twi'lek Twin Blade was developed out of their family blades. Some warriors had the rare possession of ambidexterity their handedness. A Twi'lek could use		

TWI'LEK SPINNING BLADE (2)

FEATS	WP Melee Weapons	BALANCED	Yes. +2/+0 vs. Two-Weapon Penalty if Used in the Off Hand
DAMAGE	1-6	SPECIAL	Bonus: +2 Physical. On Hit: Attribute Damage CON DC 18
TYPE	Physical	UPGRADEABLE	No
CRITICAL THREAT	20-20, x2	BREAKDOWN COMPONENT VALUE	500
ATTACK MODIFIER	+1		
NOTES			

VIBROCUTTER

FEATS	WP Melee Weapons	BALANCED	Yes, +2/+0 vs. Two-Weapon Penalty if Used in the Off Hand
DAMAGE	1–10	SPECIAL	–
TYPE	Physical		
CRITICAL THREAT	19–20, x2	UPGRADEABLE	Yes (Edge, Grip)
ATTACK MODIFIER	–	BREAKDOWN COMPONENT VALUE	1

NOTES: This vibrocutter is used for close combat duels and is an excellent weapon if one learns its small size makes it a good all-round weapon.

VIBROBLADE

FEATS	WP Melee Weapons	BALANCED	Yes, +2/+0 vs. Two-Weapon Penalty if Used in the Off Hand
DAMAGE	1–10	SPECIAL	–
TYPE	Physical		
CRITICAL THREAT	19–20, x2	UPGRADEABLE	Yes
ATTACK MODIFIER	–	BREAKDOWN COMPONENT VALUE	9

NOTES: Small size makes this a good all-round weapon. It took the Masters are a diverse arsenal for combat both short lightning damage, offering a unbalanced counterpart to continue in the time of Jedi and Sith.

ZABRAK VIBROBLADE

FEATS	WP Melee Weapons	BALANCED	Yes, +2/+0 vs. Two-Weapon Penalty if Used in the Off Hand
DAMAGE	3–12	SPECIAL	Bonus Feat–Finesse: Melee Weapons
TYPE	Physical		
CRITICAL THREAT	19–20, x2	UPGRADEABLE	Yes
ATTACK MODIFIER	–	BREAKDOWN COMPONENT VALUE	50

NOTES: Though believed to have been commissioned by the Zabrak, this vibroblade is rarely used by them. The Zabrak feel their number skills are sufficient to make this weapon's third primary irrelevant. Though this weapon is a good all-round weapon, Vibroblades were a rare sight, worn by powerful lightsaber opponents. Although traditional two-bladed to continue in the time of Jedi and Sith.

TEHK'LA BLADE

FEATS	WP Melee Weapons	BALANCED	Yes, +2/+0 vs. Two-Weapon Penalty if Used in the Off Hand
DAMAGE	1–10	SPECIAL	Bonus: +5 Physical. Bonus Feat: Critical Strike, Improved Critical Strike
TYPE	Physical		
CRITICAL THREAT	19–20, x2	UPGRADEABLE	No
ATTACK MODIFIER	+1	BREAKDOWN COMPONENT VALUE	1,150

NOTES: This weapon is favored by the Mogul, a species of Cerean humanoids who appear from a small planet. While they are short brutes and standard Jedi, the Mogul are more specialized weapons to regular close combat opponents. Small size makes this a good all-round weapon. Vibroblades are a rare creature worn to prevent lightsaber opponents, allowing traditional two-bladed to continue in the time of Jedi and Sith.

DOUBLE-BLADED SWORD

FEATS	WP Melee Weapons	BALANCED	No
DAMAGE	2–12	SPECIAL	–
TYPE	Physical	UPGRADEABLE	Yes (Edge, Grip)
CRITICAL THREAT	20–20, x2	BREAKDOWN COMPONENT VALUE	23
ATTACK MODIFIER	–		

NOTES: A difficult weapon to master, the double-bladed sword has a grip in the center with two long blades emerging from either end. The double-bladed sword is capable of inflicting many damage, but is more powerful than the single-bladed version. Using a double-bladed sword requires skill in Two-Weapon Fighting.

SITH WAR SWORD

FEATS	WP Melee Weapons	BALANCED	No
DAMAGE	3–17	SPECIAL	–
TYPE	Physical	UPGRADEABLE	Yes (Edge, Grip)
CRITICAL THREAT	20–20, x2	BREAKDOWN COMPONENT VALUE	92
ATTACK MODIFIER	+1		

NOTES: Though most favor lightsabers, some Sith prefer the more visceral feel of metal cutting flesh. These blades are usually bladed war swords to protect against lightsaber opening damage.

VIBRO DOUBLE-BLADE

FEATS	WP Melee Weapons	BALANCED	No
DAMAGE	2–16	SPECIAL	–
TYPE	Physical	UPGRADEABLE	Yes
CRITICAL THREAT	20–20, x2	CREATABLE	Yes, Repair (19)
ATTACK MODIFIER	–	BREAKDOWN COMPONENT VALUE	179

NOTES: Ultrasonic vibrations make the double-bladed sword exceptionally deadly. Its Cyborn surface waves protects it against lightsaber opening damage, ensuring effectiveness even against Jedi and Sith. The double-bladed sword is capable of inflicting more damage—but is less precise—than the single-bladed variant. Two-Weapon Fighting is required to use a double-bladed sword with maximum effectiveness.

TRANDOSHAN DOUBLE-BLADE

FEATS	WP Melee Weapons	BALANCED	No
DAMAGE	6–20	SPECIAL	–
TYPE	Physical	UPGRADEABLE	No
CRITICAL THREAT	20–20, x2 +1–8	BREAKDOWN COMPONENT VALUE	511
ATTACK MODIFIER	+2		

NOTES: While most cultures championed the primitive sword in favor of more elegant or alien weapons, the Trandoshan gentlemen use the weapon as a badge of honor. The weapon is made of the rare ore Cinder and is, though well known since the Jedi Civil War.

ZHABOKA

FEATS	WP Melee Weapons	BALANCED	No
DAMAGE	3–24	SPECIAL	–
TYPE	Physical	UPGRADEABLE	Yes (Edge, Grip)
CRITICAL THREAT	20–20, x2 +2–16	BREAKDOWN COMPONENT VALUE	1,250
ATTACK MODIFIER	–		

NOTES: The normal of the double-bladed sword originated on training, the homeworld of the Zeltron. A experienced weapon, the Zeltron's Double-handed fighting style began as a simple method and the two sides have evolved to be a formidable weapon.

LUDO KRESSH'S WAR SWORD

FEATS	WP Melee Weapons	BALANCED	No
DAMAGE	2–16	SPECIAL	Bonus +2 Dark Side
TYPE	Physical	UPGRADEABLE	Yes (Edge, Grip)
CRITICAL THREAT	20–20, x2	BREAKDOWN COMPONENT VALUE	120
ATTACK MODIFIER	+1		

NOTES: Though most favor lightsabers, some Sith prefer the more visceral feel of metal cutting flesh. These blades are usually bladed war swords to protect against lightsaber opening damage. This particular war sword once belonged to Ludo Kresh, Dark Lord of the Sith.

FREYYR'S WARBLADE

FEATS	WP Melee Weapons	BALANCED	No
DAMAGE	5–32	SPECIAL	–
TYPE	Physical	UPGRADEABLE	No
CRITICAL THREAT	19–20, x2	BREAKDOWN COMPONENT VALUE	1,497
ATTACK MODIFIER	+1		

NOTES: Carried upon his mighty worldwide is a symbol of his Wookiee clan-age Freyyr. How this weapon found its way off of the Wookiee homeworld of Kashyyyk is unknown.

GAMORREAN WAR AXE

FEATS	WP Melee Weapons	BALANCED	No
DAMAGE	2–20	SPECIAL	—
TYPE	Physical	UPGRADEABLE	No
CRITICAL THREAT	20–20, x2	BREAKDOWN COMPONENT VALUE	40
ATTACK MODIFIER	—		

NOTES: Gamorrean war axes, much like their nonmelee species are heavy, massive, and powerful a very damaging implement in almost any situation.

GAMORREAN CLEAVER

FEATS	WP Melee Weapons	BALANCED	Yes. +2/+0 vs. Two-Weapon Penalty if Used in the Off Hand
DAMAGE	2–24	SPECIAL	On Hit: Stun 25% Chance, 6 Seconds, DC 14
TYPE	Physical	UPGRADEABLE	No
CRITICAL THREAT	20–20, x2	BREAKDOWN COMPONENT VALUE	200
ATTACK MODIFIER	-2		

NOTES: Though a most powerful weapon, the target of a Gamorrean Cleaver gets few opportunities to evade attacks.

ARG'GAROK

FEATS	WP Melee Weapons	BALANCED	No
DAMAGE	3–36	SPECIAL	On Hit: Stun 25% Chance, 6 Seconds, DC 18; Bonus Feats: Improved Power Attack, Power Attack
TYPE	Physical	UPGRADEABLE	No
CRITICAL THREAT	20–20, x2	BREAKDOWN COMPONENT VALUE	925
ATTACK MODIFIER	-5		

NOTES: An impressive Arg'garok is the most feared Gamorrean weapon. These huge axes are designed to be wielded by those with a low degree of dexterity and intimidation is nothing if not useful for most Gamorreans to use.

FORCE PIKE

FEATS	WP Melee Weapons	BALANCED	No
DAMAGE	2–12	SPECIAL	On Hit: Stun 25% Chance, 6 Seconds, DC 10
TYPE	Physical	UPGRADEABLE	No
CRITICAL THREAT	20–20, x2	BREAKDOWN COMPONENT VALUE	150
ATTACK MODIFIER	—		

NOTES: This weapon essentially functions as a long staff topped with a vibrobladed weapon. It's range is as yet unknown by the Force-sensitive for sure, though it is a powerful weapon in any care-fight.

GAND SHOCKSTAFF

FEATS	WP Melee Weapons	BALANCED	No
DAMAGE	2–12	SPECIAL	On Hit: Stun 25% Chance, 6 Seconds, DC 14
TYPE	Physical	UPGRADEABLE	No
CRITICAL THREAT	20–20, x2	BREAKDOWN COMPONENT VALUE	800
ATTACK MODIFIER	—		

NOTES: This weapon was developed by Gand Inquisitors to keep them level their prey in supernatural disarming capabilities are backed up by the weapon's heavy hi

Melee Weapon Upgrades: Grip

All modifications require a workbench with adequate tools and a weapon of high quality marked as upgradeable.

ASSEMBLER TRANSISTOR

ATTACK MODIFIER	—	CREATABLE	No
DEFENSE BONUS	—	CREATABLE PREREQUISITES	—
SPECIAL	Upgrade Item, Melee	COMPONENT COST	—
DAMAGE BONUS	—		

NOTES: A cell like this can stabilize a melee weapon, allowing it to hit and damage better and

AGRINIUM GRIP

ATTACK MODIFIER	—	CREATABLE	Yes
DEFENSE BONUS	—	CREATABLE PREREQUISITES	Repair (4)
SPECIAL	Upgrade Item, Melee	COMPONENT COST	2
DAMAGE BONUS	+1, Slashing		

NOTES: This grip, made from the Kaleesh mineral agrinium, balances a weapon's head for good

CONTOURED GRIP

ATTACK MODIFIER	+1	CREATABLE	Yes
DEFENSE BONUS	—	CREATABLE PREREQUISITES	Repair (6)
SPECIAL	Upgrade Item, Melee	COMPONENT COST	5
DAMAGE BONUS	-1		

NOTES: This slender grip allows more precise accuracy, but the reduced leverage limit the weapon's power.

ZABRAK GRIP

ATTACK MODIFIER	+1	CREATABLE	Yes
DEFENSE BONUS	-1	CREATABLE PREREQUISITES	Repair (8)
SPECIAL	Upgrade Item, Melee	COMPONENT COST	16
DAMAGE BONUS	+1, Slashing		

NOTES: This specialized grip has a reduced transparent, increasing both accuracy and damage but reduced it less useful for piercing.

BASKET HILT

ATTACK MODIFIER	-1	CREATABLE	Yes
DEFENSE BONUS	+1	CREATABLE PREREQUISITES	Repair (10)
SPECIAL	Upgrade Item, Melee	COMPONENT COST	38
DAMAGE BONUS	—		

NOTES: The basket hilt makes a weapon ideal for parrying blow maker. It shields the player

NAGAI GRIP

ATTACK MODIFIER	+1	CREATABLE	Yes
DEFENSE BONUS	—	CREATABLE PREREQUISITES	Stealth (12)
SPECIAL	Upgrade Item, Melee	COMPONENT COST	62
DAMAGE BONUS	—		

NOTES: The Nagai designed this grip to improve a weapon's performance without the side effects.

ADVANCED AGRINIUM GRIP

ATTACK MODIFIER	–	CREATABLE	Yes
DEFENSE BONUS	–	CREATABLE PREREQUISITES	Repair (14)
SPECIAL	Upgrade Item, Melee	COMPONENT COST	90
DAMAGE BONUS	+1-4, Slashing		
NOTES	The grip, made from the lighter mineral agrinium, balances a weapon toward the point, resulting in swifter swings.		

SUPERIOR AGRINIUM GRIP

ATTACK MODIFIER	–	CREATABLE	Yes
DEFENSE BONUS	–	CREATABLE PREREQUISITES	Repair (24)
SPECIAL	Upgrade Item, Melee	COMPONENT COST	744
DAMAGE BONUS	+1-8, Slashing		
NOTES	This grip, made from the lighter mineral agrinium, balances a weapon toward the point, resulting in heftier swings.		

ADVANCED CONTOURED GRIP

ATTACK MODIFIER	+2	CREATABLE	Yes
DEFENSE BONUS	–	CREATABLE PREREQUISITES	Repair (16)
SPECIAL	Upgrade Item, Melee	COMPONENT COST	150
DAMAGE BONUS	-1		
NOTES	This slender grip allows maximum accuracy, but the reduced leverage limits the weapon's power.		

SUPERIOR CONTOURED GRIP

ATTACK MODIFIER	+3	CREATABLE	Yes
DEFENSE BONUS	–	CREATABLE PREREQUISITES	Repair (26)
SPECIAL	Upgrade Item, Melee	COMPONENT COST	992
DAMAGE BONUS	-1		
NOTES	This slender grip allows maximum accuracy, but the reduced leverage limits the weapon's power.		

ADVANCED ZABRAK GRIP

ATTACK MODIFIER	+3	CREATABLE	Yes
DEFENSE BONUS	-2	CREATABLE PREREQUISITES	Repair (18)
SPECIAL	Upgrade Item, Melee	COMPONENT COST	242
DAMAGE BONUS	+2, Slashing		
NOTES	This specialized grip has a reduced crossguard, increasing both accuracy and damage but making it less useful for parrying.		

SUPERIOR ZABRAK GRIP

ATTACK MODIFIER	+4	CREATABLE	Yes
DEFENSE BONUS	-1	CREATABLE PREREQUISITES	Repair (28)
SPECIAL	Upgrade Item, Melee	COMPONENT COST	1,210
DAMAGE BONUS	+1-8, Slashing		
NOTES	This specialized grip has a reduced crossguard, increasing both accuracy and damage but making it less useful for parrying.		

ADVANCED BASKET HILT

ATTACK MODIFIER	-1	CREATABLE	Yes
DEFENSE BONUS	+2	CREATABLE PREREQUISITES	Repair (20)
SPECIAL	Upgrade Item, Melee	COMPONENT COST	388
DAMAGE BONUS	–		
NOTES	The basket hilt makes a weapon ideal for parrying but makes it slightly less wieldy.		

SUPERIOR BASKET HILT

ATTACK MODIFIER	–	CREATABLE	Yes
DEFENSE BONUS	+2	CREATABLE PREREQUISITES	Repair (30)
SPECIAL	Upgrade Item, Melee	COMPONENT COST	1,300
DAMAGE BONUS	–		
NOTES	The basket hilt makes a weapon ideal for parrying but makes it slightly less wieldy.		

ADVANCED NAGAI GRIP

ATTACK MODIFIER	+1	CREATABLE	Yes
DEFENSE BONUS	+1	CREATABLE PREREQUISITES	Stealth (22)
SPECIAL	Upgrade Item, Melee	COMPONENT COST	556
DAMAGE BONUS	–		
NOTES	The Nagai design of this grip helps improve a weapon's performance without any side effects.		

SUPERIOR NAGAI GRIP

ATTACK MODIFIER	+2	CREATABLE	Yes
DEFENSE BONUS	+1	CREATABLE PREREQUISITES	Stealth (32)
SPECIAL	Upgrade Item, Melee	COMPONENT COST	1,482
DAMAGE BONUS	–		
NOTES	The Nagai design of this grip helps improve a weapon's performance without any side effects.		

Melee Weapon Upgrades: Cell

All modifications require a workbench with adequate tools.

ENERGY PROJECTOR

ATTACK MODIFIER	–	CREATABLE	No
SPECIAL	Upgrade Item, Melee	CREATABLE PREREQUISITES	–
DAMAGE BONUS	–	COMPONENT COST	–
ADDITIONAL	–		
NOTES	This modular projector can cause a melee weapon to do additional energy-based damage.		

ION CELL

ATTACK MODIFIER	–	CREATABLE	Yes
SPECIAL	Upgrade Item, Melee	CREATABLE PREREQUISITES	Security (4)
DAMAGE BONUS	+1–3, Ion	COMPONENT COST	2
ADDITIONAL	Massive Criticals 1		
NOTES	This ion cell can be added to the hilt of the Mirialan Unity Council Guard's vibrosword. The vibroblade can utilize energy cells.		

VIBRATION CELL

ATTACK MODIFIER	–	CREATABLE	Yes
SPECIAL	Feats Required–Weapon Focus Melee Weapons Upgrade Item, Melee	CREATABLE PREREQUISITES	Computer Use (6); Feat: Weapon Focus Melee Weapons
DAMAGE BONUS	+1, Slashing	COMPONENT COST	5
ADDITIONAL	–		
NOTES	This power energy cell increases the amount of damage a weapon can inflict but makes them much harder to wield. Only select melee weapons, like vibroblades, can utilize energy cells.		

ENHANCED ENERGY CELL

ATTACK MODIFIER	–	CREATABLE	Yes
SPECIAL	Upgrade Item, Melee	CREATABLE PREREQUISITES	Computer Use (8)
DAMAGE BONUS	+1, Energy	COMPONENT COST	15
ADDITIONAL	–		
NOTES	This enhanced energy cell can increase the blade, increasing damage. Only certain melee weapons, like vibroblades, can utilize energy cells.		

SONIC DISCHARGE CELL

ATTACK MODIFIER	-1	CREATABLE	Yes
SPECIAL	Upgrade Item, Melee	CREATABLE PREREQUISITES	Stealth (10)
DAMAGE BONUS	+2, Sonic	COMPONENT COST	55
ADDITIONAL	Massive Criticals 1–8		

NOTES: Sonic discharge energy cells release sound waves upon impact. Though the sonic discharge makes the weapon unwieldy, the type of sonic pulse it releases does not affect wield. Only certain melee weapons, like vibrobladers, can utilize energy cells.

ION CELL MARK II

ATTACK MODIFIER	–	CREATABLE	Yes
SPECIAL	Upgrade Item, Melee	CREATABLE PREREQUISITES	Security (12)
DAMAGE BONUS	vs. droid: +1–6, Ion	COMPONENT COST	55
ADDITIONAL	Massive Criticals 1–6		

NOTES: Ion cells discharge ions along the length of the blade. Only certain melee weapons, like vibrobladers, can utilize energy cells.

VIBRATION CELL MARK II

ATTACK MODIFIER	-2	CREATABLE	Yes
SPECIAL	Upgrade Item, Melee	CREATABLE PREREQUISITES	Computer Use (14); Feat: Weapon Focus Melee Weapons
DAMAGE BONUS	+1–10, Slashing	COMPONENT COST	85
ADDITIONAL	–		

NOTES: Vibration energy cells increase the amount of damage a weapon can inflict but make them much harder to wield. Only certain melee weapons, like vibrobladers, can utilize energy cells.

ENHANCED ENERGY CELL MARK II

ATTACK MODIFIER	–	CREATABLE	Yes
SPECIAL	Upgrade Item, Melee	CREATABLE PREREQUISITES	Computer Use (16)
DAMAGE BONUS	+1–3, Energy	COMPONENT COST	145
ADDITIONAL	–		

NOTES: Enhanced energy cells can stabilize the blade, increasing damage. Only certain melee weapons, like vibrobladers, can utilize energy cells.

SONIC DISCHARGE CELL MARK II

ATTACK MODIFIER	-1	CREATABLE	Yes
SPECIAL	Upgrade Item, Melee	CREATABLE PREREQUISITES	Stealth (18)
DAMAGE BONUS	+4, Sonic	COMPONENT COST	235
ADDITIONAL	Massive Criticals 2–12		

NOTES: Sonic discharge energy cells release sound waves upon impact. Though the sonic discharge makes the weapon unwieldy, the type of sonic pulse it releases does not affect wield. Only certain melee weapons, like vibrobladers, can utilize energy cells.

ION CELL MARK III

ATTACK MODIFIER	–	CREATABLE	Yes
SPECIAL	Upgrade Item, Melee	CREATABLE PREREQUISITES	Security (20)
DAMAGE BONUS	1–4, Ion. vs. droid: +2–12, Ion	COMPONENT COST	380
ADDITIONAL	Massive Criticals 2–12		

NOTES: Ion cells discharge ions along the length of the blade. Only certain melee weapons, like vibrobladers, can utilize energy cells.

VIBRATION CELL MARK III

ATTACK MODIFIER	-2	CREATABLE	Yes
SPECIAL	Upgrade Item, Melee	CREATABLE PREREQUISITES	Computer Use (22); Feat: Weapon Focus Melee Weapons
DAMAGE BONUS	+2–12, Slashing	COMPONENT COST	550
ADDITIONAL	–		

NOTES: Vibration energy cells increase the amount of damage a weapon can inflict but make them much harder to wield. Only certain melee weapons, like vibrobladers, can utilize energy cells.

ENHANCED ENERGY CELL MARK III

ATTACK MODIFIER	–	CREATABLE	Yes
SPECIAL	Upgrade Item, Melee	CREATABLE PREREQUISITES	Computer Use (24)
DAMAGE BONUS	+1–6, Energy	COMPONENT COST	730
ADDITIONAL	–		

NOTES: Enhanced energy cells can stabilize the blade, increasing damage. Only certain melee weapons, like vibrobladers, can utilize energy cells.

SONIC DISCHARGE CELL MARK III

ATTACK MODIFIER	-3	CREATABLE	Yes
SPECIAL	Upgrade Item, Melee	CREATABLE PREREQUISITES	Stealth (26)
DAMAGE BONUS	+3–10, Sonic	COMPONENT COST	910
ADDITIONAL	Massive Criticals 2–16		

NOTES: Sonic discharge energy cells release sound waves upon impact. Though the sonic discharge makes the weapon unwieldy, the type of sonic pulse it releases does not affect wield. Only certain melee weapons, like vibrobladers, can utilize energy cells.

ION CELL MARK IV

ATTACK MODIFIER	–	CREATABLE	Yes
SPECIAL	Upgrade Item, Melee	CREATABLE PREREQUISITES	Security (28)
DAMAGE BONUS	1–6, Ion., vs. droid: +2–20, Ion	COMPONENT COST	1,090
ADDITIONAL	Massive Criticals 2–16		

NOTES: Ion cells discharge ions along the length of the blade. Only certain melee weapons, like vibrobladers, can utilize energy cells.

VIBRATION CELL MARK IV

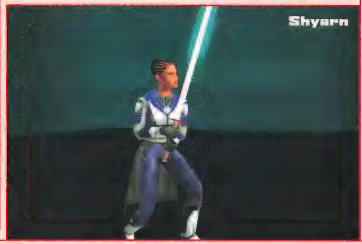
ATTACK MODIFIER	-3	CREATABLE	Yes
SPECIAL	Feats Required–Weapon Specialization: Melee Weapons, Upgrade Item, Melee	CREATABLE PREREQUISITES	Computer Use (30); Feat: Weapon Focus Melee Weapons
DAMAGE BONUS	+2–14, Slashing	COMPONENT COST	1,270
ADDITIONAL	–		

NOTES: Vibration energy cells increase the amount of damage a weapon can inflict but make them much harder to wield. Only certain melee weapons, like vibrobladers, can utilize energy cells.

ENHANCED ENERGY CELL MARK IV

ATTACK MODIFIER	–	CREATABLE	Yes
SPECIAL	Upgrade Item, Melee	CREATABLE PREREQUISITES	Computer Use (32)
DAMAGE BONUS	+2–12, Energy	COMPONENT COST	1,630
ADDITIONAL	–		

NOTES: Enhanced energy cells can stabilize the blade, increasing damage. Only certain melee weapons, like vibrobladas, can utilize energy cells.



Melee Upgrades: Edge

All modifications require a workbench with adequate tools and a weapon of high quality marked as upgradeable.

MILD DEVARONIAN EDGE

SPECIAL	Upgrade Item, Melee	CREATABLE	Yes
DAMAGE BONUS	—	CREATABLE PREREQUISITES	Stealth (4)
ADDITIONAL	Massive Criticals 1–3	COMPONENT COST	2
NOTES	Devaronian blood possesses a quantum that can release poison into a victim's bloodstream. Application of Devaronian particles on a blade's edge can cause great pain to the enemy.

BASIC IONITE EDGE

SPECIAL	Upgrade Item, Melee	CREATABLE	No
DAMAGE BONUS	+1, Ion. vs. droid, +1–4, Ion.	CREATABLE PREREQUISITES	—
ADDITIONAL	—	COMPONENT COST	—
NOTES	Ionite alloy produces an electrical charge off its surroundings, creating a damaging effect to electronic systems.

BASIC MULLININE EDGE

SPECIAL	Upgrade Item, Melee	CREATABLE	Yes
DAMAGE BONUS	—	CREATABLE PREREQUISITES	Repair (8)
ADDITIONAL	Keen	COMPONENT COST	14
NOTES	Mullinine is an alloy becoming common for melee weapons as it holds an edge very well.

BASIC NEUTRONIUM EDGE

SPECIAL	Upgrade Item, Melee	CREATABLE	Yes
DAMAGE BONUS	+1–3, Slashing	CREATABLE PREREQUISITES	Repair (10)
ADDITIONAL	—	COMPONENT COST	33
NOTES	Neutronium is a highly durable and resilient material used in the creation of durasteel. It can be used to increase the damage inflicted by a blade.

MODERATE DEVARONIAN EDGE

SPECIAL	Upgrade Item, Melee	CREATABLE	Yes
DAMAGE BONUS	+2, Slashing	CREATABLE PREREQUISITES	Stealth (12)
ADDITIONAL	Massive Criticals 1–8	COMPONENT COST	51
NOTES	Devaronian blood possesses a quantum that can release poison into a victim's bloodstream. Application of Devaronian particles on a blade's edge can cause great pain to the enemy.

IMPROVED IONITE EDGE

SPECIAL	Upgrade Item, Melee	CREATABLE	No
DAMAGE BONUS	+1–2, Ion. vs. droid, +1–6, Ion.	CREATABLE PREREQUISITES	—
ADDITIONAL	—	COMPONENT COST	—
NOTES	Ionite alloy produces an electrical charge off its surroundings, creating a damaging effect to electronic systems.

IMPROVED MULLININE EDGE

SPECIAL	Upgrade Item, Melee	CREATABLE	Yes
DAMAGE BONUS	+1–4, Slashing	CREATABLE PREREQUISITES	Repair (16)
ADDITIONAL	Keen	COMPONENT COST	142
NOTES	Mullinine is an alloy becoming common for melee weapons as it holds an edge very well.

IMPROVED NEUTRONIUM EDGE

SPECIAL	Upgrade Item, Melee	CREATABLE	Yes
DAMAGE BONUS	+3, Slashing	CREATABLE PREREQUISITES	Repair (18)
ADDITIONAL	Massive Criticals: 1–4	COMPONENT COST	231
NOTES	Neutronium is a highly durable and resilient material used in the creation of durasteel. It can be used to increase the damage inflicted by a blade.

SEVERE DEVARONIAN EDGE

SPECIAL	Upgrade Item, Melee	CREATABLE	Yes
DAMAGE BONUS	+2, Slashing	CREATABLE PREREQUISITES	Stealth (20)
ADDITIONAL	Massive Criticals 2–12	COMPONENT COST	377
NOTES	Devaronian blood possesses a quantum that can release poison into a victim's bloodstream. Application of Devaronian particles on a blade's edge can cause great pain to the enemy.

SUPERIOR IONITE EDGE

SPECIAL	Upgrade Item, Melee	CREATABLE	No
DAMAGE BONUS	+2–7, Ion. vs. droid, +1–8, Ion.	CREATABLE PREREQUISITES	—
ADDITIONAL	—	COMPONENT COST	—
NOTES	Ionite alloy produces an electrical charge off its surroundings, creating a damaging effect to electronic systems.

SUPERIOR MULLININE EDGE

SPECIAL	Upgrade Item, Melee	CREATABLE	Yes
DAMAGE BONUS	+1–8, Slashing	CREATABLE PREREQUISITES	Repair (24)
ADDITIONAL	Keen	COMPONENT COST	725
NOTES	Mullinine is an alloy becoming common for melee weapons as it holds an edge very well.

SUPERIOR NEUTRONIUM EDGE

SPECIAL	Upgrade Item, Melee	CREATABLE	Yes
DAMAGE BONUS	+5, Slashing	CREATABLE PREREQUISITES	Repair (26)
ADDITIONAL	Massive Criticals: 1–6	COMPONENT COST	903
NOTES	Neutronium is a highly durable and resilient material used in the creation of durasteel. It can be used to increase the damage inflicted by a blade.

DEADLY DEVARONIAN EDGE

SPECIAL	Upgrade Item, Melee	CREATABLE	Yes
DAMAGE BONUS	+3, Slashing	CREATABLE PREREQUISITES	Stealth (28)
ADDITIONAL	Massive Criticals: 2–20	COMPONENT COST	1,082
NOTES	Devaronian blood possesses a quantum that can release poison into a victim's bloodstream. Application of Devaronian particles on a blade's edge can cause great pain to the enemy.

QUADRANIUM EDGE

SPECIAL	Upgrade Item, Melee	CREATABLE	Yes
DAMAGE BONUS	+2–12, Slashing	CREATABLE PREREQUISITES	Stealth (30)
ADDITIONAL	—	COMPONENT COST	1,201
NOTES	Quadranium is an amazingly strong material that is sometimes used for food storage containers.

OSTRINE EDGE

SPECIAL	Upgrade Item, Melee	CREATABLE	Yes
DAMAGE BONUS	+2–16, Cold	CREATABLE PREREQUISITES	Repair (32)
ADDITIONAL	Resist Burn Resistance: Resist 5 vs. Fire	COMPONENT COST	1,467
NOTES	Neutronium is a highly durable and resilient material used in the creation of durasteel. It can be used to increase the damage inflicted by a blade.

APPENDIX II:
LIGHTSABERS AND UPGRADES

Lightsabers

LIGHTSABER

FEATS	WP Lightsaber	BALANCED	No
DAMAGE	2-20	SPECIAL	–
TYPE	Energy	UPGRADEABLE	Yes
CRITICAL THREAT	19-20, x2	BREAKDOWN	Yes
ATTACK MODIFIER	–	COMPONENT COST	45

NOTES: Traditionally associated with the Jedi, the lightsaber is a devastating weapon and difficult to master. Properties can vary with the type of focusing crystal used in construction. Once you have built your lightsaber, subsequent ones you construct should cost you less components.

SHORT LIGHTSABER

FEATS	WP Lightsaber	BALANCED	+2/+0 vs. Two-Weapon Penalty If Used in the Off Hand
DAMAGE	2-16	SPECIAL	–
TYPE	Energy	UPGRADEABLE	Yes
CRITICAL THREAT	19-20, x2	COMPONENT COST	45
ATTACK MODIFIER	–		

NOTES: Lightsabers can come in shorter styles, often used in the off hand during two-weapon fighting. As in all lightsabers, different focusing crystals can produce additional effects.

VISAS MARR'S LIGHTSABER

FEATS	WP Lightsaber	BALANCED	No
DAMAGE	4-22	SPECIAL	Useable by Visas Marr
TYPE	Energy	UPGRADEABLE	No
CRITICAL THREAT	19-20, x2	BREAKDOWN	No
ATTACK MODIFIER	+1	COMPONENT COST	–

NOTES: This lightsaber belongs to Visas Marr and only she can use it. Traditionally associated with the Jedi, the lightsaber is a devastating weapon and difficult to master.

FREEDON NADD'S OFFHAND LIGHTSABER

FEATS	WP Lightsaber	BALANCED	+2/+0 vs. Two-Weapon Penalty If Used in the Off Hand
DAMAGE	3-24	SPECIAL	On Hit–Knockdown DC 14
TYPE	Energy	UPGRADEABLE	No
CRITICAL THREAT	19-20, x2	COMPONENT COST	500
ATTACK MODIFIER	+2		

NOTES: This short lightsaber once belonged to the powerful Sith Lord Freedon Nadd. Freedon Nadd trained with (and later destroyed) Naga Sadow's spirit and brought the power of the dark side to Onderon.

DOUBLE-BLADED LIGHTSABER

FEATS	WP Lightsaber	BALANCED	No
DAMAGE	2-24	SPECIAL	–
TYPE	Energy	UPGRADEABLE	Yes
CRITICAL THREAT	20-20, x2	COMPONENT COST	60
ATTACK MODIFIER	–		

NOTES: These exotic weapons are rare and are most often associated with Mad Assassins in the dark side of the force. The double bladed lightsaber is capable of inflicting more damage, but is also less precise, than the single-bladed version.

MALAK'S LIGHTSABER

FEATS	WP Lightsaber	BALANCED	+2/+0 vs. Two-Weapon Penalty If Used in the Off Hand
DAMAGE	2-20	SPECIAL	–
TYPE	Energy	UPGRADEABLE	No
CRITICAL THREAT	19-20, x2	COMPONENT COST	45
ATTACK MODIFIER	–		

NOTES: Traditionally associated with the Jedi, the lightsaber is a devastating weapon and difficult to master. Properties can vary with the type of focusing crystal used in construction.

Lightsaber Upgrades: Color

These are the faceted crystals used in the construction of a lightsaber.

CRYSTAL, YELLOW

FEATS	Upgrade Item, Lightsaber	BREAKDOWN	Yes
BLADE COLOR	Yellow	COMPONENT VALUE	11

NOTES: A yellow blade which will emit yellow light.

CRYSTAL, VIOLET

FEATS	Upgrade Item, Lightsaber	BREAKDOWN	Yes
BLADE COLOR	Violet	COMPONENT VALUE	11

NOTES: A glows bluish-purple which will emit violet light.

CRYSTAL, BLUE

FEATS	Upgrade Item, Lightsaber	BREAKDOWN	Yes
BLADE COLOR	Blue	COMPONENT VALUE	11

NOTES: A glows bluish with an inner blue light.

CRYSTAL, RED

FEATS	Upgrade Item, Lightsaber	BREAKDOWN	Yes
BLADE COLOR	Red	COMPONENT VALUE	11

NOTES: A glows mostly with an inner red light.

CRYSTAL, GREEN

FEATS	Upgrade Item, Lightsaber	BREAKDOWN	Yes
BLADE COLOR	Green	COMPONENT VALUE	11

NOTES: A glows faintly with an inner green light.

CRYSTAL, ORANGE

FEATS	Upgrade Item, Lightsaber	BREAKDOWN	Yes
BLADE COLOR	Orange	COMPONENT VALUE	11

NOTES: A glows faintly with an inner orange light.

CRYSTAL, SILVER

FEATS	Upgrade Item, Lightsaber	BREAKDOWN	Yes
BLADE COLOR	Silver	COMPONENT VALUE	11
NOTES	It glows faintly with a silvery light.		

CRYSTAL, CYAN

FEATS	Upgrade Item, Lightsaber	BREAKDOWN	Yes
BLADE COLOR	Cyan	COMPONENT VALUE	11
NOTES	It glows faintly with an azure cast.		

CRYSTAL, VIRIDIAN

FEATS	Upgrade Item, Lightsaber	BREAKDOWN	Yes
BLADE COLOR	Viridian	COMPONENT VALUE	11
NOTES	It glows faintly with a silvery green light.		

Lightsaber Upgrades: Power Crystals

CRYSTAL, RUBAT

DAMAGE	+1	ADDITIONAL	–
ATTACK MODIFIER	+1	COMPONENT COST	49
SPECIAL	Upgrade Item, Lightsaber		
NOTES	One of the lightsaber crystals mined from the planet Rubat. It produces a sharply defined blade that is both razor sharp and durable, making it easier to hit opponents.		

CRYSTAL, DAMIND

DAMAGE	–	ADDITIONAL	–
ATTACK MODIFIER	+3	COMPONENT COST	99
SPECIAL	Upgrade Item, Lightsaber		
NOTES	Found on the desert world of Dromund, this crystal can be used in lightsaber construction to produce a sharply defined beam of plasma under great length.		

CRYSTAL, ERALAM

DAMAGE	+2	ADDITIONAL	–
ATTACK MODIFIER	+2	COMPONENT COST	149
SPECIAL	Upgrade Item, Lightsaber		
NOTES	Discovered by the rebel scouts of Eralam, covered with bioluminescent chalkweed which thrives in the planet's caves. If this can be found, these crystals produce a blue-colored lightsaber beam.		

CRYSTAL, SAPITH

DAMAGE	+3	ADDITIONAL	–
ATTACK MODIFIER	+2	COMPONENT COST	199
SPECIAL	Upgrade Item, Lightsaber		
NOTES	This extremely rare crystal was excavated once every 11 years by the Jedi Order's priest of hydrology. Only a select few Jedi Masters ever knew the crystal's location. Guarded by Jedi Masters, it was used in the construction of the Jedi Order's most powerful lightsabers.		

CRYSTAL, NEXTOR

DAMAGE	+1	ADDITIONAL	Critical Threat Range x2
ATTACK MODIFIER	–	COMPONENT COST	199
SPECIAL	Upgrade Item, Lightsaber		
NOTES	This crystal is found in the mountains of planet Nextor, and when used in lightsaber construction it produces a purple blade that can create surprising amounts of damage.		

CRYSTAL, OPILA

DAMAGE	+3	ADDITIONAL	Massive Criticals: +2–12 Damage on Critical Hit
ATTACK MODIFIER	–	COMPONENT COST	149
SPECIAL	Upgrade Item, Lightsaber		
NOTES	Found in the central fields of the Opila system, this crystal can be used in lightsaber construction to produce an intense beam that cuts quickly.		

CRYSTAL, JENRAUX

DAMAGE	+2	ADDITIONAL	Blaster Deflection +5
ATTACK MODIFIER	–	COMPONENT COST	49
SPECIAL	Upgrade Item, Lightsaber		
NOTES	The Jenraux system is full of debris, but this crystal has been cleansed of all impurities. When used in lightsaber construction, it produces a beam of unusually pure power.		

CRYSTAL, PHOND

DAMAGE	+1–6, Physical	ADDITIONAL	–
ATTACK MODIFIER	–	COMPONENT COST	74
SPECIAL	Upgrade Item, Lightsaber		
NOTES	This is the strange by-product of rare impurities bonding during the making of certain alloys and ionic corrosion-resistant machines. This crystal produces a heavily burning lightsaber beam.		

CRYSTAL, FIRKRANN

DAMAGE	+2–12 vs. Droid	ADDITIONAL	–
ATTACK MODIFIER	+2	COMPONENT COST	124
SPECIAL	Upgrade Item, Lightsaber		
NOTES	This heavy crystal is collected by the natives of Rotta V. If used in lightsaber construction, it produces an electrically charged beam that is devastating to droids.		

CRYSTAL, BONDAR

DAMAGE	–	ADDITIONAL	On Hit: Stun, 25% for 6 seconds. DC 10 to negate Stun
ATTACK MODIFIER	–	COMPONENT COST	49
SPECIAL	Upgrade Item, Lightsaber		
NOTES	This crystal was carried on a far-orbit asteroid orbiting the Bakmara system. It produces a metallic lightsaber beam that pulses on impact, potentially stunning an opponent.		

CRYSTAL, SIGIL

DAMAGE	+1–6	ADDITIONAL	–
ATTACK MODIFIER	+1	COMPONENT COST	149
SPECIAL	Upgrade Item, Lightsaber		
NOTES	Native to the Sigil System, this crystal is a rarely but-mined selection for a lightsaber. It produces a heavy bodge beam that excels at causing inflicting great damage.		

CRYSTAL, UPARI

DAMAGE	+1–8	ADDITIONAL	–
ATTACK MODIFIER	+3	COMPONENT COST	249
SPECIAL	Upgrade Item, Lightsaber		
NOTES	Dromund's thin crystals scatter on the onset of primarily flawed models. If a needle has accumulated, and a Missing Link can get it to greatest enemy armour.		

CRYSTAL, SOLARI

DAMAGE	+3, +1–8 Physical. Damage vs. Dark Side	ADDITIONAL	Can only be used by a Light Jedi.
ATTACK MODIFIER	+3	COMPONENT COST	250
SPECIAL	Upgrade Item, Lightsaber		

NOTES: There are many famous lightsaber crystals spoken of in the history of the Jedi Order. As a result of many fight scenes, only Master Jedi who may come in contact with would a lightsaber equipped with this glistening white gem. When this gained Jedi Master Dad Bess converted his life-cycle lineage after a thousand years of serving the Order. He bequeathed the Solari Crystal to his most promising student, a young Miralka Jedi named Qandra Renz. When Qandra disappeared shortly after the time of the Great Hunt, the Solari crystal vanished with her.

CRYSTAL, ADEGAN

DAMAGE	+2	ADDITIONAL	--
ATTACK MODIFIER	--	COMPONENT COST	49
SPECIAL	Upgrade Item, Lightsaber		

NOTES: Nonjedi Lorrdian, also called kum crystals, are one of the most common lightsaber focusing crystals.

CRYSTAL, RUUSAN

DAMAGE	--	ADDITIONAL	WIS +1, CHA +1
ATTACK MODIFIER	--	COMPONENT COST	49
SPECIAL	Upgrade Item, Lightsaber		

NOTES: Ruusan crystals come from the mid-Rim planet of the same name. These cool shades reflecting a lightsaber's blood-crimson. They are a must for wearing the Force.

CRYSTAL, DRAGITE

DAMAGE	+1, Sonic	ADDITIONAL	CON +1
ATTACK MODIFIER	--	COMPONENT COST	49
SPECIAL	Upgrade Item, Lightsaber		

NOTES: Dragite crystals are found on Mt Nesh, in the Outer Rim planet of the same name. The beam they create resonates loudly when it strikes, inflicting a minor amount of sonic damage.

CRYSTAL, VELMORITE

DAMAGE	--	ADDITIONAL	Keen, DEX +1
ATTACK MODIFIER	--	COMPONENT COST	60
SPECIAL	Upgrade Item, Lightsaber		

NOTES: Found only on the planet Velmora, these crystals produce a very fine beam that is easy to wield skillfully.

CRYSTAL, KASHA

DAMAGE	--	ADDITIONAL	WIS +2
ATTACK MODIFIER	+1	COMPONENT COST	49
SPECIAL	Upgrade Item, Lightsaber		

NOTES: Kasha crystal is extensively used by the Cerean, as a meditation aid. When used as a lightsaber crystal, it helps ease the wielder's mind of distractions, even during combat.

CRYSTAL, STYGIUM

DAMAGE	--	ADDITIONAL	DEX +1, Stealth +4
ATTACK MODIFIER	+1	COMPONENT COST	149
SPECIAL	Upgrade Item, Lightsaber		

NOTES: The stygium crystal can be used to create shocking effect that bypasses enemy armor. In its pure crystal form, it is unstable for a lightsaber.

CRYSTAL, PONTITE

DAMAGE	+1–10 Cold	ADDITIONAL	CHA +2
ATTACK MODIFIER	--	COMPONENT COST	199
SPECIAL	Upgrade Item, Lightsaber		

NOTES: Pontite is one of the rarest forms of Adegan crystal. It indicates a powerful aura that emits both skin and hangers.

ULTIMA-PEARL

DAMAGE	+2	ADDITIONAL	Massive Criticals–1–6
ATTACK MODIFIER	+3	COMPONENT COST	249
SPECIAL	Upgrade Item, Lightsaber		

NOTES: An unusual choice for a lightsaber focusing crystal, this rare stone can be found on Coruscant. Difficult to properly install in a lightsaber, this extremely stone has powerful effects.

LORRDIAN GEMSTONE

DAMAGE	--	ADDITIONAL	Blaster Bolt Deflection +3
ATTACK MODIFIER	--	COMPONENT COST	250
SPECIAL	Upgrade Item, Lightsaber		

NOTES: During the subjugation, the Lorrdians were banned from speaking to each other each from learned to use subtle gestures and hints to communicate. The few Force-adepts found after the final Jedi suppression of values has increased their appreciation with the Force to enhance the ability to read an opponent.

BARAB ORE INGOT

DAMAGE	+2–16 Fire	ADDITIONAL	--
ATTACK MODIFIER	--	COMPONENT COST	250
SPECIAL	Upgrade Item, Lightsaber		

NOTES: The ore from Barab I actually lies on the planet's surface, meaning it is exposed to high doses of molecular and subatomic. Elementary Barab I's are can be found in concentrated ingots that actually mine and magnify the radiation. When placed in a lightsaber, the ingots produce a blade that varies related to the point of beam's its exposure.

CRYSTAL, ANKARRES SAPPHIRE

DAMAGE	--	ADDITIONAL	STR +2, DEX +1, Regeneration +2, Stun
ATTACK MODIFIER	--		
SPECIAL	Upgrade Item, Lightsaber	COMPONENT COST	250

NOTES: This crystal possesses legendary healing powers and numerous other effects. It is one of the most potent crystals that can be used in lightsaber creation.

CRYSTAL, KAIBURR

DAMAGE	--	ADDITIONAL	WIS +3, CON +3, Regeneration +3
ATTACK MODIFIER	--		
SPECIAL	Upgrade Item, Lightsaber	COMPONENT COST	250

NOTES: Perhaps the most powerful crystal that can be used in a lightsaber, the Kaiburr gem bestows insight and fortitude upon its owner.

CRYSTAL, QIXONI

DAMAGE	+1	ADDITIONAL	Regenerate Force Point +1, Only Used by Dark Jedi.
ATTACK MODIFIER	--		
SPECIAL	Upgrade Item, Lightsaber	COMPONENT COST	250

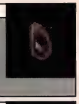
NOTES: Qixoni crystals were formed on a planet that was destroyed millennia ago when its star went supernova. They are exceedingly rare and also quite powerful.

Lightsaber Upgrades: Personal Crystals

These crystals are bound to your player character. Its power reflects that of its master. Only one crystal is available.

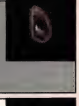
ATTRIBUTES	
FORCE ALIGNMENT	Dark Side
CHA	+1
DEX	+1
STR	+2
DAMAGE	+1, Dark Side
MASSIVE CRITICALS	+1–4

COMPONENT COST	1
NOTES	This lethal crystal is spacious.



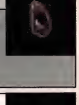
ATTRIBUTES	
FORCE ALIGNMENT	Dark Side
ATTACK	+1
CHA	+2
DEX	+1
STR	+3
DAMAGE	+1, Dark Side
MASSIVE CRITICALS	+1–6

COMPONENT COST	1
NOTES	This black crystal is translucent.



ATTRIBUTES	
FORCE ALIGNMENT	Dark Side
ATTACK	+1
CHA	+2
DEX	+3
STR	+3
DAMAGE	+2, Dark Side
MASSIVE CRITICALS	+1–8

ON HIT	Knockdown DC 10
COMPONENT COST	1
NOTES	This black crystal glows very faintly.

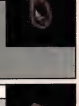


ATTRIBUTES	
FORCE ALIGNMENT	Dark Side
ATTACK	+1
CHA	+3
DEX	+2
STR	+4
DAMAGE	+2, Dark Side
MASSIVE CRITICALS	+1–10

ON HIT	Knockdown DC 10
COMPONENT COST	1
NOTES	This black crystal glows dimly.

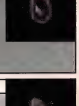
ATTRIBUTES	
FORCE ALIGNMENT	Dark Side
ATTACK	+1
CHA	+3
DEX	+3
STR	+4
DAMAGE	+3, Dark Side
MASSIVE CRITICALS	+1–12

ON HIT	Knockdown DC 14
COMPONENT COST	1
NOTES	This black crystal glows unnaturally.



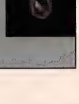
ATTRIBUTES	
FORCE ALIGNMENT	Dark Side
ATTACK	+2
CHA	+4
DEX	+3
STR	+5
DAMAGE	+3, Dark Side
MASSIVE CRITICALS	+2–16

ON HIT	Knockdown DC 14
COMPONENT COST	1
NOTES	This black crystal glows brightly.



ATTRIBUTES	
FORCE ALIGNMENT	Dark Side
ATTACK	+2
CHA	+4
DEX	+4
STR	+5
DAMAGE	+4, Dark Side
MASSIVE CRITICALS	+2–20

ON HIT	Knockdown DC 18
COMPONENT COST	1
NOTES	This black crystal glows immensely.



ATTRIBUTES	
FORCE ALIGNMENT	Dark Side
ATTACK	+2
CHA	+5
DEX	+4
STR	+6
DAMAGE	+4, Dark Side
MASSIVE CRITICALS	+3–24

ON HIT	Knockdown DC 22
COMPONENT COST	1
NOTES	This black crystal radiates an impressive amount of light, almost blinding anyone who looks at it.

ATTRIBUTES	
FORCE ALIGNMENT	Dark Side
ATTACK	+3
CHA	+6
DEX	+5
STR	+7
DAMAGE	+5, Dark Side
MASSIVE CRITICALS	+3–30

ATTRIBUTES	
FORCE ALIGNMENT	Dark Side Neutral
CHA	+1
DEX	+1
STR	+2
DAMAGE	+1, Dark Side

COMPONENT COST	1
NOTES	This dark crystal is spacious.

ATTRIBUTES	
FORCE ALIGNMENT	Dark Side Neutral
ATTACK	+1
CHA	+2
DEX	+1
STR	+3
DAMAGE	+1, Dark Side

COMPONENT COST	1
NOTES	This dark crystal is translucent.

ATTRIBUTES	
FORCE ALIGNMENT	Dark Side Neutral
ATTACK	+1
CHA	+2
DEX	+2
STR	+3
DAMAGE	+2, Dark Side

ON HIT	Knockdown DC 10
COMPONENT COST	1
NOTES	This dark crystal glows very faintly.

ATTRIBUTES	
FORCE ALIGNMENT	Dark Side Neutral
ATTACK	+1
CHA	+3
DEX	+2
STR	+4
DAMAGE	+2, Dark Side

ON HIT	Knockdown DC 10
COMPONENT COST	1
NOTES	This dark crystal glows dimly.

ATTRIBUTES	
FORCE ALIGNMENT	Dark Side Neutral
ATTACK	+1
CHA	+3
DEX	+3
STR	+4
DAMAGE	+3, Dark Side

ON HIT	Knockdown DC 14
COMPONENT COST	1
NOTES	This dark crystal glows unnaturally.

ATTRIBUTES	
FORCE ALIGNMENT	Dark Side Neutral
ATTACK	+2
CHA	+4
DEX	+3
STR	+5
DAMAGE	+3, Dark Side

ON HIT	Knockdown DC 14
COMPONENT COST	1
NOTES	This dark crystal glows brightly.

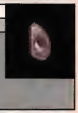
ATTRIBUTES	
FORCE ALIGNMENT	Dark Side Neutral
ATTACK	+2
CHA	+4
DEX	+4
STR	+5
DAMAGE	+4, Dark Side
ON HIT	Knockdown DC 18
COMPONENT COST	1
NOTES	This dark crystal glows hideously.

ATTRIBUTES	
FORCE ALIGNMENT	Dark Side Neutral
ATTACK	+2
CHA	+5
DEX	+4
STR	+6
DAMAGE	+4, Dark Side
ON HIT	Knockdown DC 18
COMPONENT COST	1
NOTES	This dark crystal glows menacingly.

ATTRIBUTES	
FORCE ALIGNMENT	Dark Side Neutral
ATTACK	+3
CHA	+6
DEX	+5
STR	+7
DAMAGE	+5, Dark Side
ON HIT	Knockdown DC 22
COMPONENT COST	1
NOTES	This dark crystal radiates an enormous amount of light, almost blinding anyone who looks at it.

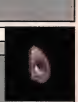
ATTRIBUTES	
FORCE ALIGNMENT	Neutral
ATTACK	+1
CON	+1
DEX	+1
WIS	+1
COMPONENT COST	1
NOTES	This gray crystal is relatively common.

ATTRIBUTES	
FORCE ALIGNMENT	Neutral
ATTACK	Attack +1
CHA	+1
CON	CON+1
DEX	+1
WIS	+1
STR	+1
FORCE RESIST	+10
COMPONENT COST	1
NOTES	This gray crystal is uncommon.

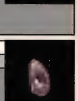


ATTRIBUTES	
FORCE ALIGNMENT	Neutral
ATTACK	+1
CHA	+1
CON	+2
DEX	+1
WIS	+2
STR	+1
FORCE RESIST	+12
COMPONENT COST	1
NOTES	This gray crystal glows very faintly.

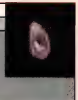
ATTRIBUTES	
FORCE ALIGNMENT	Neutral
ATTACK	+1
CHA	+1
CON	+2
DEX	+2
WIS	+2
STR	+2
FORCE RESIST	+14
COMPONENT COST	1
NOTES	This crystal glows faintly.



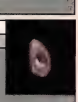
ATTRIBUTES	
FORCE ALIGNMENT	Neutral
ATTACK	+1
CHA	+2
CON	+3
DEX	+2
WIS	+2
STR	+2
FORCE RESIST	+16
COMPONENT COST	1
NOTES	This gray crystal glows moderately.



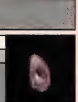
ATTRIBUTES	
FORCE ALIGNMENT	Neutral
ATTACK	+2
CHA	+2
CON	+3
DEX	+3
WIS	+3
STR	+2
FORCE RESIST	+18
COMPONENT COST	1
NOTES	This gray crystal glows brightly.



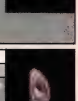
ATTRIBUTES	
FORCE ALIGNMENT	Neutral
ATTACK	+2
CHA	+3
CON	+3
DEX	+3
WIS	+3
STR	+3
FORCE RESIST	+20
COMPONENT COST	1
NOTES	This gray crystal glows brilliantly.



ATTRIBUTES	
FORCE ALIGNMENT	Neutral
ATTACK	+2
CHA	+3
CON	+4
DEX	+3
WIS	+4
STR	+3
FORCE RESIST	+22
COMPONENT COST	1
NOTES	This gray crystal glows intensely.



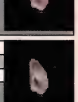
ATTRIBUTES	
FORCE ALIGNMENT	Neutral
ATTACK	+3
CHA	+4
CON	+5
DEX	+4
WIS	+5
STR	+4
FORCE RESIST	+24
COMPONENT COST	1
NOTES	This gray crystal radiates an enormous amount of light, almost blinding anyone who looks at it.



ATTRIBUTES	
FORCE ALIGNMENT	Light Side Neutral
ATTACK	+1
DEX	+1
STR	+1
WIS	+2
DAMAGE	+1, Light Side
COMPONENT COST	1
NOTES	This light crystal is opaque.

ATTRIBUTES	
FORCE ALIGNMENT	Light Side Neutral
ATTACK	+1
DEX	+2
STR	+1
WIS	+3
DAMAGE	+1, Light Side
COMPONENT COST	1
NOTES	This light crystal is translucent.

ATTRIBUTES	
FORCE ALIGNMENT	Light Side Neutral
ATTACK	+1
DEX	+2
STR	+2
WIS	+3
DAMAGE	+2, Light Side
ON HIT	Slow 25% Chance, 6 Seconds, DC 10
COMPONENT COST	1
NOTES	This light crystal glows very faintly.



ATTRIBUTES	
FORCE ALIGNMENT	Light Side Neutral
ATTACK	+1
DEX	+3
STR	+2
WIS	+4
DAMAGE	+2, Light Side
ON HIT	Slow 25% Chance, 6 Seconds, DC 10
COMPONENT COST	1
NOTES	This light crystal glows dimly.

ATTRIBUTES	
FORCE ALIGNMENT	Light Side Neutral
ATTACK	+1
DEX	+3
STR	+2
WIS	+6

DAMAGE	+3, Light Side
ON HIT	Slow 25% Chance, 6 Seconds, DC 14
COMPONENT COST	1
NOTES	This light crystal glows moderately.

ATTRIBUTES	
FORCE ALIGNMENT	Light Side Neutral
ATTACK	+1
DEX	+4
STR	+3
WIS	+5

DAMAGE	+3, Light Side
ON HIT	Slow 25% Chance, 6 Seconds, DC 14
COMPONENT COST	1
NOTES	This light crystal glows brightly.

ATTRIBUTES	
FORCE ALIGNMENT	Light Side Neutral
ATTACK	+2
DEX	+4
STR	+4
WIS	+5

DAMAGE	+4, Light Side
ON HIT	Slow 25% Chance, 6 Seconds, DC 18
COMPONENT COST	1
NOTES	This light crystal glows brilliantly.

ATTRIBUTES	
FORCE ALIGNMENT	Light Side Neutral
ATTACK	+2
DEX	+5
STR	+4
WIS	+6

DAMAGE	+4, Light Side
ON HIT	Slow 25% Chance, 6 Seconds, DC 18
COMPONENT COST	1
NOTES	This light crystal glows intensely.

ATTRIBUTES	
FORCE ALIGNMENT	Light Side Neutral
ATTACK	+3
DEX	+6
STR	+5
WIS	+7

DAMAGE	+5, Light Side
ON HIT	Slow 25% Chance, 6 Seconds, DC 22
COMPONENT COST	1
NOTES	This light crystal radiates an intense amount of light, almost blinding anyone who looks at it.

ATTRIBUTES	
FORCE ALIGNMENT	Light Side
DEX	+1
STR	+1
WIS	+2

LIGHT SIDE	+2 vs. Dark Side
DAMAGE	+3, Light Side
COMPONENT COST	1
NOTES	This white crystal is opaque.

ATTRIBUTES	
FORCE ALIGNMENT	Light Side
ATTACK	+1
DEX	+2
STR	+2
WIS	+3

LIGHT SIDE	+3 vs. Dark Side
DAMAGE	+3, Light Side
COMPONENT COST	1
NOTES	This white crystal is translucent.

ATTRIBUTES	
FORCE ALIGNMENT	Light Side
ATTACK	+1
DEX	+2
STR	+2
WIS	+3

LIGHT SIDE	+4 vs. Dark Side
DAMAGE	+2, Light Side
ON HIT	Slow 25% Chance, 6 Seconds, DC 10
COMPONENT COST	1
NOTES	This white crystal glows very faintly.

ATTRIBUTES	
FORCE ALIGNMENT	Light Side
ATTACK	+1
DEX	+3
STR	+2
WIS	+4

LIGHT SIDE	+5 vs. Dark Side
DAMAGE	+2, Light Side
ON HIT	Slow 25% Chance, 6 Seconds, DC 10
COMPONENT COST	1
NOTES	This white crystal glows dimly.

ATTRIBUTES	
FORCE ALIGNMENT	Light Side
ATTACK	+1
DEX	+3
STR	+3
WIS	+4

LIGHT SIDE	+6 vs. Dark Side
DAMAGE	+3, Light Side
ON HIT	Slow 25% Chance, 6 Seconds, DC 14
COMPONENT COST	1
NOTES	This white crystal glows consistently.

ATTRIBUTES	
FORCE ALIGNMENT	Light Side
ATTACK	+2
DEX	+4
STR	+3
WIS	+5

LIGHT SIDE	+7 vs. Dark Side
DAMAGE	+3, Light Side
ON HIT	Slow 25% Chance, 6 Seconds, DC 14
COMPONENT COST	1
NOTES	This white crystal glows brightly.

ATTRIBUTES	
FORCE ALIGNMENT	Light Side
ATTACK	+2
DEX	+4
STR	+4
WIS	+5

LIGHT SIDE	+8 vs. Dark Side
DAMAGE	+4, Light Side
ON HIT	Slow 25% Chance, 6 Seconds, DC 18
COMPONENT COST	1
NOTES	This white crystal glows brilliantly.

ATTRIBUTES	
FORCE ALIGNMENT	Light Side
ATTACK	+2
DEX	+5
STR	+4
WIS	+6

LIGHT SIDE	+9 vs. Dark Side
DAMAGE	+4, Light Side
ON HIT	Slow 25% Chance, 6 Seconds, DC 18
COMPONENT COST	1
NOTES	This white crystal glows intensely.

ATTRIBUTES	
FORCE ALIGNMENT	Light Side
ATTACK	+3
DEX	+6
STR	+5
WIS	+7

LIGHT SIDE	+10 vs. Dark Side
DAMAGE	+5, Light Side
ON HIT	Slow 25% Chance, 6 Seconds, DC 22
COMPONENT COST	1
NOTES	This white crystal radiates an intense amount of light, almost blinding anyone who looks at it.

Lightsaber Upgrades: Lens

These modifications require a workbench with adequate tools and a weapon of high quality marked as upgradeable.

SYNTHESIZED KUNDA LENS

ATTACK	—	CREATABLE/ BREAKDOWN	Yes/Yes
BLASTER BOLT DEFLECTION	+1	CREATABLE PREREQUISITES	Treat Injury (5)
SPECIAL	Upgrade Item, Lightsaber	COMPONENT COST	10
DAMAGE BONUS	—		

NOTES: The Kunda crystal has numerous practical applications in medicine and communications. It can also be combined with a normal lens to produce a broader, yet still focused, beam.

DRAGITE LENS

ATTACK	—	CREATABLE/ BREAKDOWN	Yes/Yes
BLASTER BOLT DEFLECTION	—	CREATABLE PREREQUISITES	Awareness (7)
SPECIAL	Upgrade Item, Lightsaber	COMPONENT COST	15
DAMAGE BONUS	+2, Energy		

NOTES: Though typically used as a focusing crystal, dragite is one of several crystals that can also be used as a more durable lightsaber lumen.

SYNTHESIZED BYROTHSIS LENS

ATTACK	+1	CREATABLE/ BREAKDOWN	Yes/Yes
BLASTER BOLT DEFLECTION	-2	CREATABLE PREREQUISITES	Awareness (9)
SPECIAL	Upgrade Item, Lightsaber	COMPONENT COST	20
DAMAGE BONUS	+1, Energy		

NOTES: Byrothsis was originally used to create infrared camera lenses but has since found use in other applications, including lightsabers.

BEAM GEM LENS

ATTACK	—	CREATABLE/ BREAKDOWN	Yes/Yes
BLASTER BOLT DEFLECTION	—	CREATABLE PREREQUISITES	Computer Use (11)
SPECIAL	Upgrade Item, Lightsaber. Keen	COMPONENT COST	32
DAMAGE BONUS	+1, Energy		

NOTES: The rarely sourced beam gem crystals are common in optical computers such as those employed in nanoplasmid systems. Not surprisingly, they also create a highly focused lightsaber lumen.

VIBRATION LENS

ATTACK	-1	CREATABLE/ BREAKDOWN	Yes/Yes
BLASTER BOLT DEFLECTION	—	CREATABLE PREREQUISITES	Computer Use (13)
SPECIAL	Upgrade Item, Lightsaber. Defense Bonus -1	COMPONENT COST	50
DAMAGE BONUS	1-8, Energy		

NOTES: The Kaa vibration ore is rarely, resulting in a less stable but more deadly lumen.

PURE KUNDA LENS

ATTACK	+1	CREATABLE/ BREAKDOWN	Yes/Yes
BLASTER BOLT DEFLECTION	+2	CREATABLE PREREQUISITES	Treat Injury (15)
SPECIAL	Upgrade Item, Lightsaber	COMPONENT COST	77
DAMAGE BONUS	—		

NOTES: The Kunda crystal has numerous practical applications in medicine and communications. It can also be combined with a normal lens to produce a broader, yet still focused, beam.

ADEGAN LENS

ATTACK	—	CREATABLE/ BREAKDOWN	Yes/Yes
BLASTER BOLT DEFLECTION	—	CREATABLE PREREQUISITES	Awareness (17)
SPECIAL	Upgrade Item, Lightsaber	COMPONENT COST	133
DAMAGE BONUS	+1-12, Energy		

NOTES: Though typically used as a focusing crystal, adegan is one of several crystals that can also be used to create durable lightsaber lenses.

PURE BYROTHSIS LENS

ATTACK	+2	CREATABLE/ BREAKDOWN	Yes/Yes
BLASTER BOLT DEFLECTION	-3	CREATABLE PREREQUISITES	Awareness (19)
SPECIAL	Upgrade Item, Lightsaber	COMPONENT COST	187
DAMAGE BONUS	+2, Energy		

NOTES: Byrothsis was originally used to create infrared camera lenses but has since found use in other applications, including lightsabers.

IMPROVED BEAM GEM LENS

ATTACK	+1	CREATABLE/ BREAKDOWN	Yes/Yes
BLASTER BOLT DEFLECTION	—	CREATABLE PREREQUISITES	Computer Use (21)
SPECIAL	Upgrade Item, Lightsaber. Keen	COMPONENT COST	240
DAMAGE BONUS	+2, Energy		

NOTES: The rarely sourced beam gem crystals are common in optical computers such as those employed in nanoplasmid systems. Not surprisingly, they also create a highly focused lightsaber lumen.

IMPROVED VIBRATION LENS

ATTACK	-1	CREATABLE/ BREAKDOWN	Yes/Yes
BLASTER BOLT DEFLECTION	—	CREATABLE PREREQUISITES	Computer Use (23)
SPECIAL	Upgrade Item, Lightsaber. Defense Bonus -1	COMPONENT COST	302
DAMAGE BONUS	+2-12, Energy		

NOTES: The Kaa vibration ore is rarely, resulting in a less stable but more deadly lumen.

OSSUS DUELING LENS

ATTACK	+2	CREATABLE/ BREAKDOWN	Yes/Yes
BLASTER BOLT DEFLECTION	+3	CREATABLE PREREQUISITES	Treat Injury (24)
SPECIAL	Upgrade Item, Lightsaber	COMPONENT COST	365
DAMAGE BONUS	—		

NOTES: Ossus was known for its Great Jedi Library; however, other training took place on its surface. After being consumed by the Cron supernova, several pieces of equipment were still found in the halls of the Jedi Enclave. The dueling lens was meant to focus a lightsaber into a finely tuned blade meant for dueling and other instances when complete control is needed.

PONTITE LENS

ATTACK	+2	CREATABLE/ BREAKDOWN	Yes/Yes
BLASTER BOLT DEFLECTION	—	CREATABLE PREREQUISITES	Awareness (27)
SPECIAL	Upgrade Item, Lightsaber	COMPONENT COST	438
DAMAGE BONUS	+2-12, Energy		

NOTES: The rare pontite crystal is not only a powerful focusing crystal, but also an ideal substance for a lightsaber lens.

ENHANCED BYROTHSIS LENS

ATTACK	+3	CREATABLE/ BREAKDOWN	Yes/Yes
BLASTER BOLT DEFLECTION	-4	CREATABLE PREREQUISITES	Awareness (29)
SPECIAL	Upgrade Item, Lightsaber	COMPONENT COST	784
DAMAGE BONUS	+4, Energy		

NOTES: Byrothsis was originally used to create infrared camera lenses but has since found use in other applications, including lightsabers.

Lightsaber Upgrades: Emitters

DEFLECTION EMITTER

BLASTER BOLT DEFLECTION	+1	CREATABLE/ BREAKDOWN	Yes/Yes
SPECIAL	Upgrade Item, Lightsaber	CREATABLE PREREQUISITES	Repair (5)
DAMAGE BONUS	–	COMPONENT COST	8
DEFENSE BONUS	–		
NOTES	Deflection systems are optimized for use against blaster fire.		

DISRUPTING EMITTER

BLASTER BOLT DEFLECTION	–	CREATABLE/ BREAKDOWN	Yes/Yes
SPECIAL	Upgrade Item, Lightsaber. Slow 25% for 2 Rounds, DC 10	CREATABLE PREREQUISITES	Repair (7)
DAMAGE BONUS	–	COMPONENT COST	12
DEFENSE BONUS	-1		
NOTES	Disrupting emitters create an instantly beam that can wreck havoc on a victim's nervous system.		

CRUDE PHOBIUM EMITTER

BLASTER BOLT DEFLECTION	–	CREATABLE/ BREAKDOWN	Yes/Yes
SPECIAL	Upgrade Item, Lightsaber. Slow 25% for 2 Rounds, DC 14	CREATABLE PREREQUISITES	Repair (9)
DAMAGE BONUS	–	COMPONENT COST	22
DEFENSE BONUS	-3		
NOTES	Made for the more aggressive combatant, the phobium emitter is heavier and less wieldy than the typical disrupting emitter. It is also substantially more effective.		

FENCING EMITTER

BLASTER BOLT DEFLECTION	-2	CREATABLE/ BREAKDOWN	Yes/Yes
SPECIAL	Upgrade Item, Lightsaber	CREATABLE PREREQUISITES	Repair (11)
DAMAGE BONUS	+1, Energy	COMPONENT COST	35
DEFENSE BONUS	+1		
NOTES	Fencing emitters are most suitable for parrying hand-to-hand attacks.		

IMPROVED DEFLECTION EMITTER

BLASTER BOLT DEFLECTION	+2	CREATABLE/ BREAKDOWN	Yes/Yes
SPECIAL	Upgrade Item, Lightsaber	CREATABLE PREREQUISITES	Repair (13)
DAMAGE BONUS	–	COMPONENT COST	55
DEFENSE BONUS	Defense Bonus +1		
NOTES	Deflection systems are optimized for use against blaster fire.		

ADVANCED DISRUPTING EMITTER

BLASTER BOLT DEFLECTION	–	CREATABLE/ BREAKDOWN	Yes/Yes
SPECIAL	Upgrade Item, Lightsaber. Slow 25% for 2 Rounds, DC 14	CREATABLE PREREQUISITES	Repair (15)
DAMAGE BONUS	–	COMPONENT COST	80
DEFENSE BONUS	-1		
NOTES	Disrupting emitters create an instantly beam that can wreck havoc on a victim's nervous system.		

SYNTHESIZED PHOBIUM EMITTER

BLASTER BOLT DEFLECTION	–	CREATABLE/ BREAKDOWN	Yes/Yes
SPECIAL	Upgrade Item, Lightsaber. Slow 25% for 2 Rounds, DC 14	CREATABLE PREREQUISITES	Repair (17)
DAMAGE BONUS	–	COMPONENT COST	130
DEFENSE BONUS	-3		
NOTES	Made for the more aggressive combatant, the phobium emitter is heavier and less wieldy than the typical disrupting emitter. It is also substantially more effective.		

IMPROVED FENCING EMITTER

BLASTER BOLT DEFLECTION	-2	CREATABLE/ BREAKDOWN	Yes/Yes
SPECIAL	Upgrade Item, Lightsaber	CREATABLE PREREQUISITES	Repair (19)
DAMAGE BONUS	+2, Energy	COMPONENT COST	190
DEFENSE BONUS	+2		
NOTES	Fencing emitters are most suitable for parrying hand-to-hand attacks.		

EXPERT DEFLECTION EMITTER

BLASTER BOLT DEFLECTION	+4	CREATABLE/ BREAKDOWN	Yes/Yes
SPECIAL	Upgrade Item, Lightsaber	CREATABLE PREREQUISITES	Repair (21)
DAMAGE BONUS	–	COMPONENT COST	230
DEFENSE BONUS	+1		
NOTES	Deflection systems are optimized for use against blaster fire.		

SUPERIOR DISRUPTING EMITTER

BLASTER BOLT DEFLECTION	–	CREATABLE/ BREAKDOWN	Yes/Yes
SPECIAL	Upgrade Item, Lightsaber. Slow 25% for 3 Rounds, DC 14	CREATABLE PREREQUISITES	Repair (23)
DAMAGE BONUS	–	COMPONENT COST	300
DEFENSE BONUS	-1		
NOTES	Disrupting emitters create an instantly beam that can wreck havoc on a victim's nervous system.		

PHOBIUM ALLOY EMITTER

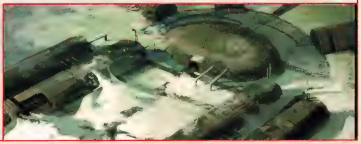
BLASTER BOLT DEFLECTION	–	CREATABLE/ BREAKDOWN	Yes/Yes
SPECIAL	Upgrade Item, Lightsaber. Slow 25% for 3 Rounds, DC 18	CREATABLE PREREQUISITES	Repair (25)
DAMAGE BONUS	–	COMPONENT COST	342
DEFENSE BONUS	-3		
NOTES	Made for the more aggressive combatant, the phobium emitter is heavier and less wieldy than the typical disrupting emitter. It is also substantially more effective.		

EXPERT FENCING EMITTER

BLASTER BOLT DEFLECTION	-4	CREATABLE/ BREAKDOWN	Yes/Yes
SPECIAL	Upgrade Item, Lightsaber	CREATABLE PREREQUISITES	Repair (27)
DAMAGE BONUS	+3, Energy	COMPONENT COST	450
DEFENSE BONUS	+2		
NOTES	Fencing emitters are most suitable for parrying hand-to-hand attacks.		

REFINED PHOBIUM EMITTER

BLASTER BOLT DEFLECTION	–	CREATABLE/ BREAKDOWN	Yes/Yes
SPECIAL	Upgrade Item, Lightsaber. Slow 50% for 3 Rounds, DC 18	CREATABLE PREREQUISITES	Repair (29)
DAMAGE BONUS	–	COMPONENT COST	470
DEFENSE BONUS	-3		
NOTES	This most advanced disruptor emitter is both effective and easier to use than most phobium emitters.		



Lightsaber Upgrades: Cells

DISCHARGE ENERGY CELL

SPECIAL	Upgrade Item, Lightsaber	CREATABLE/ BREAKDOWN	Yes/Yes
DAMAGE BONUS	–	CREATABLE PREREQUISITES	6
MASSIVE CRITICALS	1–3	COMPONENT COST	Demolitions (5)
NOTES	This power cell modifies the energy output of lightsabers, allowing skilled users to better deliver powerful attacks.		

DIATIUM ENERGY CELL

SPECIAL	Upgrade Item, Lightsaber	CREATABLE/ BREAKDOWN	Yes/Yes
DAMAGE BONUS	+1, Energy	CREATABLE PREREQUISITES	12
MASSIVE CRITICALS	–	COMPONENT COST	Computer Use (7)
NOTES	This power cell modifies the energy output of lightsabers, allowing skilled users to better deliver powerful attacks.		

ION ENERGY CELL

SPECIAL	Upgrade Item, Lightsaber	CREATABLE/ BREAKDOWN	Yes/Yes
DAMAGE BONUS	vs. droid, +1–4, Ion	CREATABLE PREREQUISITES	20
MASSIVE CRITICALS	1–4	COMPONENT COST	Security (9)
NOTES	This power cell modifies the energy output of lightsabers, allowing skilled users to better deliver powerful attacks.		

TELGORN JOLT CELL MARK I

SPECIAL	Upgrade Item, Lightsaber	CREATABLE/ BREAKDOWN	Yes/Yes
DAMAGE BONUS	+1–3, Electrical	CREATABLE PREREQUISITES	55
MASSIVE CRITICALS	–	COMPONENT COST	Demolitions (11)
NOTES	This power cell modifies the energy output of lightsabers, allowing skilled users to better deliver powerful attacks.		

IMPROVED DISCHARGE ENERGY CELL

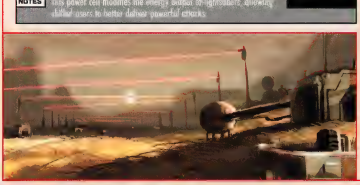
SPECIAL	Upgrade Item, Lightsaber	CREATABLE/ BREAKDOWN	Yes/Yes
DAMAGE BONUS	–	CREATABLE PREREQUISITES	55
MASSIVE CRITICALS	1–6	COMPONENT COST	Demolitions (13)
NOTES	This power cell modifies the energy output of lightsabers, allowing skilled users to better deliver powerful attacks.		

IMPROVED DIATIUM ENERGY CELL

SPECIAL	Upgrade Item, Lightsaber	CREATABLE/ BREAKDOWN	Yes/Yes
DAMAGE BONUS	+2, Energy	CREATABLE PREREQUISITES	85
MASSIVE CRITICALS	–	COMPONENT COST	Computer Use (151)
NOTES	This power cell modifies the energy output of lightsabers, allowing skilled users to better deliver powerful attacks.		

IMPROVED ION ENERGY CELL

SPECIAL	Upgrade Item, Lightsaber	CREATABLE/ BREAKDOWN	Yes/Yes
DAMAGE BONUS	+1, Ion, vs. Droid, +1–8, Ion	CREATABLE PREREQUISITES	150
MASSIVE CRITICALS	1–3	COMPONENT COST	Security (17)
NOTES	This power cell modifies the energy output of lightsabers, allowing skilled users to better deliver powerful attacks.		



TELGORN JOLT CELL MARK II

SPECIAL	Upgrade Item, Lightsaber	CREATABLE/ BREAKDOWN	Yes/Yes
DAMAGE BONUS	+1–4, Electrical	CREATABLE PREREQUISITES	180
MASSIVE CRITICALS	–	COMPONENT COST	Demolitions (19)
NOTES	This power cell modifies the energy output of lightsabers, allowing skilled users to better deliver powerful attacks.		

SUPERIOR DISCHARGE ENERGY CELL

SPECIAL	Upgrade Item, Lightsaber	CREATABLE/ BREAKDOWN	Yes/Yes
DAMAGE BONUS	–	CREATABLE PREREQUISITES	250
MASSIVE CRITICALS	1–8	COMPONENT COST	Demolitions (21)
NOTES	This power cell modifies the energy output of lightsabers, allowing skilled users to better deliver powerful attacks.		

SUPERIOR DIATIUM ENERGY CELL

SPECIAL	Upgrade Item, Lightsaber	CREATABLE/ BREAKDOWN	Yes/Yes
DAMAGE BONUS	+4, Energy	CREATABLE PREREQUISITES	310
MASSIVE CRITICALS	–	COMPONENT COST	Computer Use (23)
NOTES	This power cell modifies the energy output of lightsabers, allowing skilled users to better deliver powerful attacks.		

SUPERIOR ION ENERGY CELL

SPECIAL	Upgrade Item, Lightsaber	CREATABLE/ BREAKDOWN	Yes/Yes
DAMAGE BONUS	+2, Ion, vs. Droid, +1–12, Ion	CREATABLE PREREQUISITES	335
MASSIVE CRITICALS	1–6	COMPONENT COST	Security (25)
NOTES	This power cell modifies the energy output of lightsabers, allowing skilled users to better deliver powerful attacks.		

TELGORN JOLT CELL MARK III

SPECIAL	Upgrade Item, Lightsaber	CREATABLE/ BREAKDOWN	Yes/Yes
DAMAGE BONUS	+1–8, Electrical	CREATABLE PREREQUISITES	437
MASSIVE CRITICALS	–	COMPONENT COST	Demolitions (27)
NOTES	This power cell modifies the energy output of lightsabers, allowing skilled users to better deliver powerful attacks.		

ULTIMATE DIATIUM ENERGY CELL

SPECIAL	Upgrade Item, Lightsaber	CREATABLE/ BREAKDOWN	Yes/Yes
DAMAGE BONUS	+5, Energy	CREATABLE PREREQUISITES	495
MASSIVE CRITICALS	–	COMPONENT COST	Computer Use (29)
NOTES	This power cell modifies the energy output of lightsabers, allowing skilled users to better deliver powerful attacks.		

APPENDIX III:
RANGED WEAPONS AND UPGRADES

Ranged Weapons: Blaster Pistols

MINING LASER

FEATS	WP Blaster Pistol
DAMAGE	1–8
TYPE	Energy
RANGE	23 m
CRITICAL THREAT	20–20, x2
ATTACK MODIFIER	—
NOTES	This basic/crude handheld laser can double as a makeshift blaster.

BALANCED	Yes. +2/+0 vs. Two-Weapon Penalty If Used in the Off Hand
SPECIAL	—
UPGRADEABLE	No
BREAKDOWN COMPONENT VALUE	1

BLASTER PISTOL

FEATS	WP Blaster Pistol
DAMAGE	Damage: 1–8
TYPE	Energy
RANGE	23 m
CRITICAL THREAT	20–20, x2
ATTACK MODIFIER	—
NOTES	The most common ranged weapon in the galaxy is the basic blaster pistol firing a bolt of energy. Almost [illegible] powered by a replaceable power pack.

BALANCED	Yes. +2/+0 vs. Two-Weapon Penalty If Used in the Off Hand
SPECIAL	—
UPGRADEABLE	No
BREAKDOWN COMPONENT VALUE	1

REPUBLIC BLASTER

FEATS	WP Blaster Pistol
DAMAGE	1–8
TYPE	Energy
RANGE	23 m
CRITICAL THREAT	20–20, x2
ATTACK MODIFIER	—
NOTES	The Republic blaster can be fully upgraded with a firing chamber, targeting scope, and power cell.

BALANCED	Yes. +2/+0 vs. Two-Weapon Penalty If Used in the Off Hand
SPECIAL	—
UPGRADEABLE	Yes
BREAKDOWN COMPONENT VALUE	42

MANDALORIAN BLASTER

FEATS	WP Blaster Pistol
DAMAGE	2–9
TYPE	Energy
RANGE	23 m
CRITICAL THREAT	20–20, x2
ATTACK MODIFIER	+1
NOTES	The Mandalorian blaster is a slightly more powerful version of the basic pistol common throughout the galaxy.

BALANCED	Yes. +2/+0 vs. Two-Weapon Penalty If Used in the Off Hand
SPECIAL	—
UPGRADEABLE	Yes
BREAKDOWN COMPONENT VALUE	93

SYSTECH STATIC BLASTER

FEATS	WP Blaster Pistol
DAMAGE	1–8
TYPE	Energy
RANGE	23 m
CRITICAL THREAT	20–20, x2
ATTACK MODIFIER	—
NOTES	This electrical weapon was originally developed for use against vacuoids, a formidable [illegible] on Kessel that threatens the [illegible] by blaster fire. Much of the weapon's damage is electrical in nature, allowing it to bypass blaster resistance.

BALANCED	Yes. +2/+0 vs. Two-Weapon Penalty If Used in the Off Hand
SPECIAL	Damage Bonus +1–6, Electrical
UPGRADEABLE	Yes (Scope)
BREAKDOWN COMPONENT VALUE	109

ZABRAK BLASTER PISTOL

FEATS	WP Blaster Pistol
DAMAGE	4–11
TYPE	Energy
RANGE	23 m
CRITICAL THREAT	20–20, x2
ATTACK MODIFIER	+3
NOTES	This blaster is the model of the Zabrak mercenary. Boasts the deadly accuracy and [illegible] Blaster damage.

BALANCED	Yes. +2/+0 vs. Two-Weapon Penalty If Used in the Off Hand
SPECIAL	On Hit: Stun 25% Chance, 6 Seconds, DC 10
UPGRADEABLE	No
BREAKDOWN COMPONENT VALUE	460

ONASI BLASTER

FEATS	WP Blaster Pistol
DAMAGE	4–11
TYPE	Energy
RANGE	23 m
CRITICAL THREAT	20–20, x2
ATTACK MODIFIER	+2
NOTES	This blaster bears the crystal of the Onasi family. It perhaps once belonged to Lord Sweet, or [illegible] companion of Kessel.

BALANCED	Yes. +2/+0 vs. Two-Weapon Penalty If Used in the Off Hand
SPECIAL	—
UPGRADEABLE	No
BREAKDOWN COMPONENT VALUE	739

SYSTECH ELECTRIC BLASTER

FEATS	WP Blaster Pistol
DAMAGE	1–8
TYPE	Energy
RANGE	23 m
CRITICAL THREAT	20–20, x2
ATTACK MODIFIER	+1
NOTES	This electrical type of weapons was originally developed for use against vacuoids, a [illegible] on Kessel that threatens the [illegible] by blaster fire. The Electric Blaster is the [illegible] result. Much of the weapon's damage is electrical in nature, allowing it to bypass blaster resistance.

BALANCED	Yes. +2/+0 vs. Two-Weapon Penalty If Used in the Off Hand
SPECIAL	Damage Bonus: +2–12 Electrical
UPGRADEABLE	Yes (Scope)
BREAKDOWN COMPONENT VALUE	1,090

MICRO-PULSE BLASTER

FEATS	WP Blaster Pistol
DAMAGE	4–18
TYPE	Energy
RANGE	23 m
CRITICAL THREAT	20–20, x2
ATTACK MODIFIER	+2
NOTES	Built of smaller dimensions, this blaster is able to fire more intense pulses of energy than [illegible] pistols. The result is the existence of an advanced blaster that is a considerable [illegible]

BALANCED	Yes. +2/+0 vs. Two-Weapon Penalty If Used in the Off Hand
SPECIAL	—
UPGRADEABLE	Yes
BREAKDOWN COMPONENT VALUE	1,090

HEAVY BLASTER

FEATS	WP Blaster Pistol
DAMAGE	1–10
TYPE	Energy
RANGE	23 m
CRITICAL THREAT	20–20, x2
ATTACK MODIFIER	—
NOTES	This [illegible] heavier blaster in the same way Dunorian [illegible] assemble weapons. Sure, they [illegible] damage, but the [illegible] for the order is full potential.

BALANCED	Yes. +2/+0 vs. Two-Weapon Penalty If Used in the Off Hand
SPECIAL	—
UPGRADEABLE	No
BREAKDOWN COMPONENT VALUE	15

ARKANIUM HEAVY PISTOL

FEATS	WP Blaster Pistol
DAMAGE	2-11
TYPE	Energy
RANGE	23 m
CRITICAL THREAT	20-20, x2
ATTACK MODIFIER	+1
NOTES	
BALANCED	Yes. +2/+0 vs. Two-Weapon Penalty If Used in the Off Hand
SPECIAL	—
UPGRADEABLE	No
BREAKDOWN COMPONENT VALUE	65

Arkanium designs of this kind predated mass acceptance of heavier pistols, but Z-850 proves that they are still superior performers. Unfortunately, these designs is incompatible with modern upgrade technology.

MANDALORIAN HEAVY BLASTER

FEATS	WP Blaster Pistol
DAMAGE	2-11
TYPE	Energy
RANGE	23 m
CRITICAL THREAT	20-20, x2
ATTACK MODIFIER	+1
NOTES	
BALANCED	Yes. +2/+0 vs. Two-Weapon Penalty If Used in the Off Hand
SPECIAL	—
UPGRADEABLE	No
BREAKDOWN COMPONENT VALUE	250

Mandalorians improved upon the standard heavy blaster design, creating a weapon that is both very reliable and capable in the hands of Jango.

ZABRAK HEAVY BLASTER

FEATS	WP Blaster Pistol
DAMAGE	3-14
TYPE	Energy
RANGE	23 m
CRITICAL THREAT	20-20, x2
ATTACK MODIFIER	+2
NOTES	A more cumbersome, but also more damaging, blaster of Zabrak design.
BALANCED	Yes. +2/+0 vs. Two-Weapon Penalty If Used in the Off Hand
SPECIAL	On Hit: Stun 25% Chance, 6 Seconds, DC 18
UPGRADEABLE	Yes
BREAKDOWN COMPONENT VALUE	910

FREEDON NADD'S BLASTER

FEATS	WP Blaster Pistol
DAMAGE	3-12
TYPE	Energy
RANGE	23 m
CRITICAL THREAT	20-20, x2
ATTACK MODIFIER	+2
NOTES	A rare weapon that was developed by Freedon Nadd. Few blaster has valued more dark than this blaster.
BALANCED	Yes. +2/+0 vs. Two-Weapon Penalty If Used in the Off Hand
SPECIAL	Damage Bonus +2-20 Dark Side. Restricted to Dark Side
UPGRADEABLE	Yes (Scope)
BREAKDOWN COMPONENT VALUE	1,450

FIELD SURVIVAL PISTOL

FEATS	WP Blaster Pistol
DAMAGE	1-4
TYPE	Energy
RANGE	23 m
CRITICAL THREAT	19-20, x2 +1-4
ATTACK MODIFIER	—
NOTES	The solid survival pistol is a versatile backup weapon. Though modest in performance, it is also dependable.
BALANCED	Yes. +2/+0 vs. Two-Weapon Penalty If Used in the Off Hand
SPECIAL	—
UPGRADEABLE	Yes
BREAKDOWN COMPONENT VALUE	3

SCOUT ENFORCER

FEATS	WP Blaster Pistol
DAMAGE	1-4
TYPE	Energy
RANGE	23 m
CRITICAL THREAT	19-20, x2 +1-6
ATTACK MODIFIER	—
NOTES	An advanced scouting pistol. This scout enforcer is ideal in stealthy scenarios for desperate situations.
BALANCED	Yes. +2/+0 vs. Two-Weapon Penalty If Used in the Off Hand
SPECIAL	On Hit: Stun 25% Chance, 6 Seconds, DC 10
UPGRADEABLE	Yes
BREAKDOWN COMPONENT VALUE	25

WATCHMAN BLASTER

FEATS	WP Blaster Pistol
DAMAGE	2-8
TYPE	Energy
RANGE	23 m
CRITICAL THREAT	19-20, x2 +1-8
ATTACK MODIFIER	—
NOTES	When fully upgraded, these survival pistols can match the best heavy blasters in performance. Their slow cyclic rate makes them an excellent off-hand weapon.
BALANCED	Yes. +2/+0 vs. Two-Weapon Penalty If Used in the Off Hand
SPECIAL	On Hit: Stun 25% Chance, 6 Seconds, DC 14
UPGRADEABLE	Yes
BREAKDOWN COMPONENT VALUE	980

ELITE WATCHMAN BLASTER

FEATS	WP Blaster Pistol
DAMAGE	2-14
TYPE	Energy
RANGE	23 m
CRITICAL THREAT	19-20, x2 +2-12
ATTACK MODIFIER	—
NOTES	When fully upgraded, these survival pistols can match the best heavy blasters in performance. Their slow cyclic rate makes them an excellent off-hand weapon.
BALANCED	Yes. +2/+0 vs. Two-Weapon Penalty If Used in the Off Hand
SPECIAL	On Hit: Stun 25% Chance, 6 Seconds: DC 18
UPGRADEABLE	Yes
BREAKDOWN COMPONENT VALUE	1,180

ION BLASTER

FEATS	WP Blaster Pistol
DAMAGE	1-6
TYPE	Ion
RANGE	17 m
CRITICAL THREAT	20-20, x3
ATTACK MODIFIER	—
NOTES	This ionized sub blaster is commonly issued to Republic troops as a secondary weapon. While the weapons are generally low damaging against most opponents, they can cause full against droids. Also, the damage can penetrate some defenses that blaster fire cannot. The weapons cannot utilize most power pack upgrades.
BALANCED	Yes. +2/+0 vs. Two-Weapon Penalty If Used in the Off Hand
SPECIAL	Ion Damage +1-12 vs. Droid
UPGRADEABLE	Yes (Scope, Chamber)
BREAKDOWN COMPONENT VALUE	?

ARATECH DROID OXIDIZER

FEATS	WP Blaster Pistol
DAMAGE	3-8
TYPE	Ion
RANGE	17 m
CRITICAL THREAT	20-20, x3
ATTACK MODIFIER	+1
NOTES	The Aratech ion blaster is designed to be capable against all types of opponent, removing the need to carry a second weapon for droids. While the weapons are generally low damaging against most opponents, they are powerful against droids. Also, ion damage can penetrate some defenses blaster fire cannot. The weapons cannot utilize most power pack upgrades.
BALANCED	Yes. +2/+0 vs. Two-Weapon Penalty If Used in the Off Hand
SPECIAL	Ion Damage +1-10 vs. Droid
UPGRADEABLE	Yes (Scope, Chamber)
BREAKDOWN COMPONENT VALUE	54

ARATECH IONMASTER

FEATS	WP Blaster Pistol
DAMAGE	2-14
TYPE	Ion
RANGE	17 m
CRITICAL THREAT	20-20, x3
ATTACK MODIFIER	+2
NOTES	This ionizable variant is at the top of Aratech's ion blaster line. It is designed for multi-purpose use, although it is less capable against droids. The weapons are generally less damaging against organic opponents, but equally they are powerful against droids. Also, ion damage can penetrate some defenses blaster fire cannot. The weapons cannot utilize most power pack upgrades.
BALANCED	Yes. +2/+0 vs. Two-Weapon Penalty If Used in the Off Hand
SPECIAL	Ion Damage +2-16 vs. Droid
UPGRADEABLE	Yes (Scope, Chamber)
BREAKDOWN COMPONENT VALUE	639

DISRUPTOR PISTOL

FEATS	WP Blaster Pistol
DAMAGE	1–6
TYPE	Unstoppable
RANGE	23 m
CRITICAL THREAT	18–20, x2
ATTACK MODIFIER	–
NOTES	
BALANCED	Yes. +2/+0 vs. Two-Weapon Penalty If Used in the Off Hand
SPECIAL	–
UPGRADEABLE	No
BREAKDOWN COMPONENT VALUE	110

These statics are illegal in many planetary systems, being regarded as too powerful a weapon to be owned by civilians. Disruption induces color scatter in its electromagnetic emission spectrum. Therefore, disruptor pistols treat types of personal energy shields.

SITH DISRUPTOR

FEATS	WP Blaster Pistol
DAMAGE	1–6
TYPE	Unstoppable
RANGE	23 m
CRITICAL THREAT	18–20, x2
ATTACK MODIFIER	–
NOTES	
BALANCED	Yes. +2/+0 vs. Two-Weapon Penalty If Used in the Off Hand
SPECIAL	–
UPGRADEABLE	Yes
BREAKDOWN COMPONENT VALUE	700

The Sith disruptor design is compatible with most types of blaster upgrades.

MANDALORIAN RIPPER

FEATS	WP Blaster Pistol
DAMAGE	3–8
TYPE	Unstoppable
RANGE	23 m
CRITICAL THREAT	18–20, x2
ATTACK MODIFIER	+2
NOTES	
BALANCED	Yes. +2/+0 vs. Two-Weapon Penalty If Used in the Off Hand
SPECIAL	–
UPGRADEABLE	Yes
BREAKDOWN COMPONENT VALUE	586

A weapon similar to this disruptor belonged to Jigger Wraith, a bounty hunter who gave me the Republic years ago. Thirty-seven incarcerations who looked like Jigger were subsequently released under suspicious circumstances. It is true of disruptor that weapons based on personal energy shields.

MANDALORIAN DISINTEGRATOR

FEATS	WP Blaster Pistol
DAMAGE	6–16
TYPE	Unstoppable
RANGE	23 m
CRITICAL THREAT	18–20, x2
ATTACK MODIFIER	+2
NOTES	Not surprisingly, the most deadly disruptor pistol available is of Mandalorian design. Use of this ruthless weapon is a major violation of Republic code.
BALANCED	Yes. +2/+0 vs. Two-Weapon Penalty If Used in the Off Hand
SPECIAL	–
UPGRADEABLE	Yes
BREAKDOWN COMPONENT VALUE	1,340

SONIC PISTOL

FEATS	WP Blaster Pistol
DAMAGE	1–4
TYPE	Sonic
RANGE	17 m
CRITICAL THREAT	20–20, x2
ATTACK MODIFIER	–
NOTES	
BALANCED	Yes. +2/+0 vs. Two-Weapon Penalty If Used in the Off Hand
SPECIAL	On Hit: Attribute Damage DEX DC 14
UPGRADEABLE	No
BREAKDOWN COMPONENT VALUE	5

Sometimes referred to as "sonicblasters," these weapons combine a high frequency pulse with the energy that one damage and penetrating accuracy of equipment. Sonic weapons are temporarily reduce an opponent's DEX. Additionally, many types of shields and defenses are ineffective against sonic attacks.

SYSTECH AURAL BLASTER

FEATS	WP Blaster Pistol
DAMAGE	4–7
TYPE	Sonic
RANGE	17 m
CRITICAL THREAT	20–20, x2
ATTACK MODIFIER	+1
NOTES	
BALANCED	Yes. +2/+0 vs. Two-Weapon Penalty If Used in the Off Hand
SPECIAL	On Hit: Attribute Damage DEX DC 18
UPGRADEABLE	No
BREAKDOWN COMPONENT VALUE	34

Although inferior in damage potential to traditional blasters, this sonic blaster's advanced design makes it a viable weapon, especially in long combat zones or anywhere a weapon that can accurately fired weapons are expressly reduce an opponent's DEX. Additionally, many types of shields and defenses are ineffective against sonic attacks.

ARKANIAN SONIC BLASTER

FEATS	WP Blaster Pistol
DAMAGE	4–12
TYPE	Sonic
RANGE	17 m
CRITICAL THREAT	20–20, x2
ATTACK MODIFIER	+1
NOTES	
BALANCED	Yes. +2/+0 vs. Two-Weapon Penalty If Used in the Off Hand
SPECIAL	On Hit: Attribute Damage DEX DC 18
UPGRADEABLE	No
BREAKDOWN COMPONENT VALUE	145

This sonic pistol of Arkanian design is as potent as a normal blaster, but it also has the many benefits of dueling sonic damage. Sonic weapons can temporarily reduce an opponent's DEX. Additionally, many types of shields and defenses are ineffective against sonic attacks.

HEAVY SONIC BLASTER

FEATS	WP Blaster Pistol
DAMAGE	3–11
TYPE	Sonic
RANGE	17 m
CRITICAL THREAT	20–20, x2
ATTACK MODIFIER	+1
NOTES	
BALANCED	Yes. +2/+0 vs. Two-Weapon Penalty If Used in the Off Hand
SPECIAL	On Hit: Attribute Damage DEX DC 22
UPGRADEABLE	Yes (Scope)
BREAKDOWN COMPONENT VALUE	305

This extremely disorienting weapon is of unknown origin. Unlike most sonic blasters, it can be fired with a targeting scope. Sometimes referred to as "sonicpulse," these weapons combine a high-frequency pulse with the energy that one damage and penetrating accuracy of equipment. Sonic weapons are temporarily reduce an opponent's DEX. Additionally, many types of shields and defenses are ineffective against sonic attacks.

DASHADE SONIC BLASTER

FEATS	WP Blaster Pistol
DAMAGE	3–6
TYPE	Sonic
RANGE	17 m
CRITICAL THREAT	20–20, x2
ATTACK MODIFIER	–
NOTES	
BALANCED	Yes. +2/+0 vs. Two-Weapon Penalty If Used in the Off Hand
SPECIAL	On Hit: Attribute Damage DEX DC 18, CON DC 18
UPGRADEABLE	Yes (Scope)
BREAKDOWN COMPONENT VALUE	820

The Dashade race is secretive and virulent species deeply influenced by their ancestral ecosystem. Their weapons of choice are sonic because the ecosystem gives them ability. Sonic weapons are temporarily reduce an opponent's DEX. Additionally, many types of shields and defenses are ineffective against sonic attacks.

DASHADE SONIC DISRUPTOR

FEATS	WP Blaster Pistol
DAMAGE	2–5
TYPE	Sonic
RANGE	17 m
CRITICAL THREAT	20–20, x2
ATTACK MODIFIER	+1
NOTES	
BALANCED	Yes. +2/+0 vs. Two-Weapon Penalty If Used in the Off Hand
SPECIAL	Damage Bonus: +1–10 Unstoppable. On Hit: Attribute Damage DEX DC 18, CON DC 22
UPGRADEABLE	Yes (Scope)
BREAKDOWN COMPONENT VALUE	1,360

The Dashade are a secretive and virulent species deeply influenced by their ancestral ecosystem. Their weapons of choice are sonic because the ecosystem gives them ability. Sonic weapons are temporarily reduce an opponent's DEX. Additionally, many types of shields and defenses are ineffective against sonic attacks.

REMOTE'S BLASTER

FEATS	WP Blaster Pistol	BALANCED	Yes. +2/+0 vs. Two-Weapon Penalty if Used in the Off Hand
DAMAGE	1–8		
TYPE	Energy	SPECIAL	Already Fitted to Boo-Dur's Remote Droid
RANGE	23 m	UPGRADEABLE	No
CRITICAL THREAT	20–20, x2	BREAKDOWN COMPONENT VALUE	1
ATTACK MODIFIER	+10		
NOTES	Boo-Dur outfitted the remote with this customized blaster.		

LUXA'S DISRUPTOR

FEATS	WP Blaster Pistol	BALANCED	Yes. +2/+0 vs. Two-Weapon Penalty if Used in the Off Hand
DAMAGE	1–6		
TYPE	Unstoppable	SPECIAL	Already Fitted to Boo-Dur's Remote Droid
RANGE	23 m	UPGRADEABLE	No
CRITICAL THREAT	18–20, x2	BREAKDOWN COMPONENT VALUE	20
ATTACK MODIFIER	+1		
NOTES	Many pistols are illegal in many planetary systems, being regarded as too powerful a weapon to be owned by civilians. Disruptors reduce solid matter to its constituent molecules. Unlike typical blasters, disruptors don't emit types of powered energy shots.		

Ranged Weapons: Blaster Rifles

ION CARBINE

FEATS	WP Blaster Rifle	BALANCED	No
DAMAGE	1–10	SPECIAL	+1–10 Ion vs. Droid
TYPE	Ion	UPGRADEABLE	No
RANGE	28 m	BREAKDOWN COMPONENT VALUE	3
CRITICAL THREAT	20–20, x3		
ATTACK MODIFIER	–		
NOTES	Ion carbines are versatile low-end rifles. They are sometimes given to common droids to increase the range options of their droid companions. Ion weapons are powerful ion cannons designed to disrupt droid systems. They are powerful against droids. Also, ion damage can penetrate some defenses blaster fire cannot. Ion weapons cannot utilize most power pack upgrades.		

ION RIFLE

FEATS	WP Blaster Rifle	BALANCED	No
DAMAGE	1–10	SPECIAL	+1–10 Ion vs. Droid
TYPE	Ion	UPGRADEABLE	Yes (Scope, Chamber)
RANGE	28 m	BREAKDOWN COMPONENT VALUE	99
CRITICAL THREAT	20–20, x3		
ATTACK MODIFIER	–		
NOTES	Unlike the less customizable carbines, rifles can be upgraded. Ion weapons cannot utilize most power pack upgrades. However, Ithorian ion weapons are powerful and damaging against organic opponents. They are powerful against droids. Also, ion damage can penetrate some defenses blaster fire cannot.		

BOTHAN DROID DISRUPTOR

FEATS	WP Blaster Rifle	BALANCED	No
DAMAGE	2–11	SPECIAL	+2–20 Ion vs. Droid
TYPE	Ion	UPGRADEABLE	Yes (Scope, Chamber)
RANGE	28 m	BREAKDOWN COMPONENT VALUE	198
CRITICAL THREAT	20–20, x3		
ATTACK MODIFIER	+1		
NOTES	Droids can be difficult adversaries for a spy, but these weapons take all the guesswork out of dealing with them. While the weapons are primarily less damaging against organic opponents, they are powerful against droids. Also, ion damage can penetrate some defenses blaster fire cannot. Ion weapons cannot utilize most power pack upgrades.		

VERPINE DROID DISRUPTOR

FEATS	WP Blaster Rifle	BALANCED	No
DAMAGE	3–12	SPECIAL	+2–20 Ion vs. Droid
TYPE	Ion	UPGRADEABLE	Yes (Scope, Chamber)
RANGE	28 m	BREAKDOWN COMPONENT VALUE	303
CRITICAL THREAT	20–20, x3		
ATTACK MODIFIER	+2		
NOTES	While they were loaned liberally from designs the Bothans initiated, the Verpine say they are the true inventors. This weapon is a simple ion cannon designed to disrupt droid systems. It is powerful against droids. Also, ion damage can penetrate some defenses blaster fire cannot. Ion weapons cannot utilize most power pack upgrades.		

VERPINE DROID DISINTEGRATOR

FEATS	WP Blaster Rifle	BALANCED	No
DAMAGE	4–22	SPECIAL	+3–30 Ion vs. Droid
TYPE	Ion	UPGRADEABLE	Yes (Scope, Chamber)
RANGE	28 m	BREAKDOWN COMPONENT VALUE	1,400
CRITICAL THREAT	19–20, x3		
ATTACK MODIFIER	+2		
NOTES	This weapon is simply the most powerful anti-droid rifle available. While ion weapons are generally less damaging against organic opponents, they are powerful against droids. Also, ion damage can penetrate some defenses blaster fire cannot. Ion weapons cannot utilize most power pack upgrades.		

BOWCASTER

FEATS	WP Blaster Rifle	BALANCED	No
DAMAGE	2–11	SPECIAL	–
TYPE	Energy	UPGRADEABLE	No
RANGE	28 m	BREAKDOWN COMPONENT VALUE	12
CRITICAL THREAT	20–20, x3		
ATTACK MODIFIER	–		
NOTES	The bowcaster is an invention of the Wookiees of Kashyyyk. Also called a laser crossbow, it actually uses a magnetic accelerator to blast an explosive energy quarrel at its target.		

WAR BOWCASTER

FEATS	WP Blaster Rifle	BALANCED	No
DAMAGE	2–11	SPECIAL	–
TYPE	Energy	UPGRADEABLE	Yes
RANGE	28 m	BREAKDOWN COMPONENT VALUE	100
CRITICAL THREAT	19–20, x3		
ATTACK MODIFIER	–		
NOTES	The bowcaster is an invention of the Wookiees of Kashyyyk. Also called a laser crossbow, it actually uses a magnetic accelerator to blast an explosive energy quarrel at its target. This one's expensive, with telescopic & ballistic for upgrading.		

CEREMONIAL BOWCASTER

FEATS	WP Blaster Rifle
DAMAGE	4–13
TYPE	Energy
RANGE	28 m
CRITICAL THREAT	17–20, x3
ATTACK MODIFIER	+3
NOTES	This specialized bowcaster was designed for use in ceremonial hunts. It is capable of an impressive rate of fire even in unskilled hands. Though not common for upgrading, few of the weapon's target would survive the further enhancement it undergoes.
BALANCED	No
SPECIAL	Bonus Feats: Rapid Shot, Improved Rapid Shot
UPGRADEABLE	No
BREAKDOWN COMPONENT VALUE	687

BLASTER CARBINE

FEATS	WP Blaster Rifle
DAMAGE	1–12
TYPE	Energy
RANGE	25 m
CRITICAL THREAT	20–20, x3
ATTACK MODIFIER	–
NOTES	Blaster carbine rifles are inexpensive but effective weapons. They are commonly used by low-end thugs and mercenaries.
BALANCED	No
SPECIAL	–
UPGRADEABLE	No
BREAKDOWN COMPONENT VALUE	1

ZABRAK BLASTER CARBINE

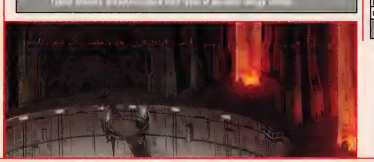
FEATS	WP Blaster Rifle
DAMAGE	5–27
TYPE	Energy
RANGE	25 m
CRITICAL THREAT	19–20, x2
ATTACK MODIFIER	–
NOTES	The design of the Zabrak blaster carbine is too complicated to allow further upgrading. In fact, little need for additional enhancement.
BALANCED	No
SPECIAL	–
UPGRADEABLE	No
BREAKDOWN COMPONENT VALUE	940

SLAVEMASTER STUN CARBINE

FEATS	WP Blaster Rifle
DAMAGE	0
TYPE	Energy
RANGE	25 m
CRITICAL THREAT	20–20, x2
ATTACK MODIFIER	–
NOTES	Trandoshan bounty hunters will use this weapon to capture their victims alive.
BALANCED	No
SPECIAL	On Hit: Attribute Damage CON DC 14, Stun 25% chance, 9 seconds, DC 22
UPGRADEABLE	No
BREAKDOWN COMPONENT VALUE	1,125

DISRUPTOR CARBINE

FEATS	WP Blaster Rifle
DAMAGE	1–10
TYPE	Energy
RANGE	28 m
CRITICAL THREAT	20–20, x2
ATTACK MODIFIER	–
NOTES	This disruptor is even more destructive than its pistol counterpart and is outlawed in many worlds. Disruptors radiate solid atoms in a concentrated wavelength, shattering cellular bonds. Disruptor rifles have a unique form of powered energy shield.
BALANCED	No
SPECIAL	–
UPGRADEABLE	No
BREAKDOWN COMPONENT VALUE	45



DISRUPTOR RIFLE

FEATS	WP Blaster Rifle
DAMAGE	1–10
TYPE	Unstoppable
RANGE	28 m
CRITICAL THREAT	18–20, x2
ATTACK MODIFIER	–
NOTES	This disruptor is even more destructive than its pistol counterpart and is outlawed in many worlds. Disruptors radiate solid atoms in a concentrated wavelength, shattering cellular bonds. Disruptor rifles have a unique form of powered energy shield.
BALANCED	No
SPECIAL	–
UPGRADEABLE	Yes
BREAKDOWN COMPONENT VALUE	126

CHARRIC

FEATS	WP Blaster Rifle
DAMAGE	1–10
TYPE	Unstoppable
RANGE	28 m
CRITICAL THREAT	18–20, x2
ATTACK MODIFIER	+4
NOTES	The charric is an enormously powerful disruptor rifle. Exceedingly rare, its origin is believed to be somewhere in the Unknown Regions, though what species created it is unknown. The charric's extremely recoil heavy and grossly penetrates most armor and shields. As it is such an exotic weapon, it is inconceivable with modern upgrades.
BALANCED	No
SPECIAL	On Hit: Knockdown DC 14
UPGRADEABLE	Yes
BREAKDOWN COMPONENT VALUE	922

SONIC CARBINE

FEATS	WP Blaster Rifle
DAMAGE	1–10
TYPE	Sonic
RANGE	28 m
CRITICAL THREAT	20–20, x2
ATTACK MODIFIER	–
NOTES	More powerful than the pistol, the sonic carbine fires a blast of sound that causes a great deal of sensory overload in addition to damage, disorienting the victim.
BALANCED	No
SPECIAL	On Hit: Attribute Damage DEX DC 14
UPGRADEABLE	No
BREAKDOWN COMPONENT VALUE	4

SONIC RIFLE

FEATS	WP Blaster Rifle
DAMAGE	2–14
TYPE	Sonic
RANGE	28 m
CRITICAL THREAT	20–20, x2
ATTACK MODIFIER	–
NOTES	More powerful than the pistol, the sonic carbine fires a blast of sound that causes a great deal of sensory overload in addition to damage, disorienting the victim.
BALANCED	No
SPECIAL	On Hit: Attribute Damage DEX DC 14
UPGRADEABLE	Yes (Scope)
BREAKDOWN COMPONENT VALUE	44

ARGAZDAN RIOT BUSTER

FEATS	WP Blaster Rifle
DAMAGE	1–10
TYPE	Sonic
RANGE	28 m
CRITICAL THREAT	20–20, x2
ATTACK MODIFIER	–
NOTES	Among the Argazdan's subjugators of the Lorrdians, mental technology was a punishable commodity. The Argazdan riot buster knocks its target to the ground and stuns them.
BALANCED	No
SPECIAL	On Hit: Attribute Damage DEX DC 14, Stun 50% Chance, 6 Seconds, DC 10
UPGRADEABLE	Yes (Scope)
BREAKDOWN COMPONENT VALUE	147

SONIC DISRUPTOR

FEATS	WP Blaster Rifle
DAMAGE	1-10
TYPE	Sonic
RANGE	28 m
CRITICAL THREAT	20-20, x2
ATTACK MODIFIER	—
NOTES	Combining both sonic and disruptor attacks, this rifle most intensely enemy Adepts.
BALANCED	No
SPECIAL	On Hit: Attribute Damage DEX DC 14, Stun 25% Chance, 6 Seconds, DC 18, +1-10 Unstoppable
UPGRADEABLE	Yes (Scope)
BREAKDOWN COMPONENT VALUE	1,237

REPEATING BLASTER CARBINE

FEATS	WP Blaster Rifle
DAMAGE	2-12
TYPE	Energy
RANGE	28 m
CRITICAL THREAT	20-20, x2
ATTACK MODIFIER	—
NOTES	The weapon allows the user to fire more quickly than usual, increasing his or her chances of success without dramatically changing the amount of equipment he or she would normally carry.
BALANCED	No
SPECIAL	—
UPGRADEABLE	No
BREAKDOWN COMPONENT VALUE	17

REPEATING BLASTER RIFLE

FEATS	WP Blaster Rifle
DAMAGE	2-12
TYPE	Energy
RANGE	28 m
CRITICAL THREAT	20-20, x2
ATTACK MODIFIER	—
NOTES	The weapon allows the user to fire more quickly than usual, increasing his or her chances of success without dramatically changing the amount of equipment he or she would normally carry.
BALANCED	No
SPECIAL	—
UPGRADEABLE	Yes
BREAKDOWN COMPONENT VALUE	87

COMBAT ENFORCER

FEATS	WP Blaster Rifle
DAMAGE	2-12
TYPE	Energy
RANGE	28 m
CRITICAL THREAT	20-20, x2 +1-6
ATTACK MODIFIER	-2
NOTES	Its power for spawning blaster infants incredible pain and damage upon its victim but is difficult to use at the same time as another. Though there are some similarities in its design and that of Mandalorian weapons.
BALANCED	No
SPECIAL	On Hit: Attribute Damage CON DC 10
UPGRADEABLE	Yes
BREAKDOWN COMPONENT VALUE	241

ONDERON REPEATING CARBINE

FEATS	WP Blaster Rifle
DAMAGE	5-25
TYPE	Energy
RANGE	28 m
CRITICAL THREAT	20-20, x2
ATTACK MODIFIER	+1
NOTES	These weapons were employed by the elite troops of Fitz during the Battle of Onderon. The power of these weapons, combined with their high rate of fire, were believed to play a considerable role in the rout of the Mandalorian forces.
BALANCED	No
SPECIAL	—
UPGRADEABLE	No
BREAKDOWN COMPONENT VALUE	1,988

HEAVY REPEATING RIFLE

FEATS	WP Blaster Rifle
DAMAGE	3-22
TYPE	Energy
RANGE	28 m
CRITICAL THREAT	20-20, x2
ATTACK MODIFIER	—
NOTES	The heavy repeating rifle is one of the most powerful weapons available, delivering rapid bursts of intense energy.
BALANCED	No
SPECIAL	—
UPGRADEABLE	Yes
BREAKDOWN COMPONENT VALUE	750

MANDALORIAN HEAVY REPEATER

FEATS	WP Blaster Rifle
DAMAGE	3-24
TYPE	Energy
RANGE	28 m
CRITICAL THREAT	19-20, x2 +1-6
ATTACK MODIFIER	—
NOTES	With this weapon, the Mandalorians again demonstrate a complete lack of subtlety. The only thing better than a big blaster, apparently, is one that shoots faster.
BALANCED	No
SPECIAL	—
UPGRADEABLE	Yes
BREAKDOWN COMPONENT VALUE	1,297

BLASTER RIFLE

FEATS	WP Blaster Rifle
DAMAGE	1-12
TYPE	Energy
RANGE	28 m
CRITICAL THREAT	19-20, x2
ATTACK MODIFIER	—
NOTES	More powerful than the commonly available pistol, the blaster rifle is favored by soldiers throughout the galaxy. Unlike carbines or heavy weapons it can generally be concealed. Unlike carbines, most often use an fully upgraded.
BALANCED	No
SPECIAL	—
UPGRADEABLE	Yes
BREAKDOWN COMPONENT VALUE	5

ARKANIAN BLASTER RIFLE

FEATS	WP Blaster Rifle
DAMAGE	4-15
TYPE	Energy
RANGE	28 m
CRITICAL THREAT	19-20, x2
ATTACK MODIFIER	+1
NOTES	The Arkanian blaster rifle's ancient design is still quite powerful by modern standards. However, they cannot be outfitted with modern energy chambers and power cells, causing them to loosen for upgrade options.
BALANCED	No
SPECIAL	—
UPGRADEABLE	Yes (Scope)
BREAKDOWN COMPONENT VALUE	79

PLASMA PROJECTOR

FEATS	WP Blaster Rifle, Weapon Focus: Blaster Rifle, Weapon Specialization: Blaster Rifle.
DAMAGE	2-24
TYPE	Energy
RANGE	28 m
CRITICAL THREAT	17-20, x2
ATTACK MODIFIER	-3
NOTES	This massive weapon fires a bolt of plasma capable of destroying an armor. Difficult to wield except by highly trained marksman, the plasma projector is also uncommon for further upgrades.
BALANCED	No
SPECIAL	—
UPGRADEABLE	No
BREAKDOWN COMPONENT VALUE	403

MANDALORIAN ASSAULT RIFLE

FEATS	WP Blaster Rifle	BALANCED	No
DAMAGE	3–14	SPECIAL	On Hit: Stun 25% Chance, 6 Seconds DC 14
TYPE	Energy		
RANGE	28 m	UPGRADEABLE	Yes
CRITICAL THREAT	19–20, x2	BREAKDOWN COMPONENT VALUE	497
ATTACK MODIFIER	+2		
NOTES	[illegible]		

ZERSIUM RIFLE

FEATS	WP Blaster Rifle	BALANCED	No
DAMAGE	3–25	SPECIAL	—
TYPE	Energy	UPGRADEABLE	Yes
RANGE	28 m	BREAKDOWN COMPONENT VALUE	1,500
CRITICAL THREAT	19–20, x2		
ATTACK MODIFIER	+1		
NOTES	[illegible]		

DROID ASSASSIN'S RIFLE

FEATS	WP Blaster Rifle	BALANCED	No
DAMAGE	1–10	SPECIAL	HK-47 only. Bonus Sniper Shot, Improved Sniper Shot, Master Sniper Shot
TYPE	Unstoppable		
RANGE	28 m	UPGRADEABLE	Yes
CRITICAL THREAT	19–20, x2 +3 m	BREAKDOWN COMPONENT VALUE	—
ATTACK MODIFIER	+5		
NOTES	This disruptor has all the modifications an assassin droid needs: improved optics, reduced recoil, extended range, and several open ports for even more modular upgrades.		

Ranged Upgrades: Targeting

PINPOINT SCOPE MARK I

SPECIAL	Upgrade Item, Ranged	CREATABLE/ BREAKDOWN	Yes/Yes
ADDITIONAL	Keen	COMPONENT COST	2
ATTACK MODIFIER	—	CREATABLE PREREQUISITES	Awareness (4)
DAMAGE BONUS	—		
NOTES	This scope can increase the effectiveness of blasters, blaster rifles, and bowcasters. The modifications require a workbench and a weapon of high quality marked as upgradeable.		

PINPOINT SCOPE MARK II

SPECIAL	Upgrade Item, Ranged	CREATABLE/ BREAKDOWN	Yes/Yes
ADDITIONAL	Keen. On Hit: Slow 25% for Two Rounds, DC 14	COMPONENT COST	55
ATTACK MODIFIER	—	CREATABLE PREREQUISITES	Awareness (12)
DAMAGE BONUS	—		
NOTES	This scope can increase the effectiveness of blasters, blaster rifles, and bowcasters. The modifications require a workbench and a weapon of high quality marked as upgradeable.		

PINPOINT SCOPE MARK III

SPECIAL	Upgrade Item, Ranged	CREATABLE/ BREAKDOWN	Yes/Yes
ADDITIONAL	Keen. On Hit: Slow 50% for Two Rounds, DC 14	COMPONENT COST	380
ATTACK MODIFIER	—	CREATABLE PREREQUISITES	Awareness (20)
DAMAGE BONUS	—		
NOTES	This scope can increase the effectiveness of blasters, blaster rifles, and bowcasters. The modifications require a workbench and a weapon of high quality marked as upgradeable.		

PINPOINT SCOPE MARK IV

SPECIAL	Upgrade Item, Ranged	CREATABLE/ BREAKDOWN	Yes/Yes
ADDITIONAL	Keen. On Hit: Slow 50% for Three Rounds, DC 18	COMPONENT COST	1,090
ATTACK MODIFIER	+1	CREATABLE PREREQUISITES	Awareness (28)
DAMAGE BONUS	—		
NOTES	This scope can increase the effectiveness of blasters, blaster rifles, and bowcasters. The modifications require a workbench and a weapon of high quality marked as upgradeable.		

ACCURACY SCOPE MARK I

SPECIAL	Upgrade Item, Ranged	CREATABLE/ BREAKDOWN	Yes/Yes
ADDITIONAL	—	COMPONENT COST	5
ATTACK MODIFIER	+1	CREATABLE PREREQUISITES	Awareness (6)
DAMAGE BONUS	—		
NOTES	This scope can increase the effectiveness of blasters, blaster rifles, and bowcasters. The modifications require a workbench and a weapon of high quality marked as upgradeable.		

ACCURACY SCOPE MARK II

SPECIAL	Upgrade Item, Ranged	CREATABLE/ BREAKDOWN	Yes/Yes
ADDITIONAL	—	COMPONENT COST	85
ATTACK MODIFIER	+2	CREATABLE PREREQUISITES	Awareness (14)
DAMAGE BONUS	—		
NOTES	This scope can increase the effectiveness of blasters, blaster rifles, and bowcasters. The modifications require a workbench and a weapon of high quality marked as upgradeable.		

ACCURACY SCOPE MARK III

SPECIAL	Upgrade Item, Ranged	CREATABLE/ BREAKDOWN	Yes/Yes
ADDITIONAL	—	COMPONENT COST	550
ATTACK MODIFIER	+3	CREATABLE PREREQUISITES	Awareness (22)
DAMAGE BONUS	—		
NOTES	This scope can increase the effectiveness of blasters, blaster rifles, and bowcasters. The modifications require a workbench and a weapon of high quality marked as upgradeable.		

ACCURACY SCOPE MARK IV

SPECIAL	Upgrade Item, Ranged	CREATABLE/ BREAKDOWN	Yes/Yes
ADDITIONAL	—	COMPONENT COST	1,010
ATTACK MODIFIER	+4	CREATABLE PREREQUISITES	Awareness (30)
DAMAGE BONUS	—		
NOTES	This scope can increase the effectiveness of blasters, blaster rifles, and bowcasters. The modifications require a workbench and a weapon of high quality marked as upgradeable.		

TARGETING SCOPE MARK I

SPECIAL	Upgrade Item, Ranged	CREATABLE/ BREAKDOWN	Yes/Yes
ADDITIONAL	On Hit: Stun 25% Chance, 2 Rounds, DC 14	COMPONENT COST	15
		CREATABLE PREREQUISITES	Stealth (8)
ATTACK MODIFIER	–		
DAMAGE BONUS	–		
NOTES	This scope can increase the effectiveness of blasters, blaster rifles, and bowcasters. The modifications require a workbench and a weapon of high quality marked as upgradeable.		

CRIPPLING SCOPE MARK I

SPECIAL	Upgrade Item, Ranged	CREATABLE/ BREAKDOWN	Yes/Yes
ADDITIONAL	On Hit: Stun 25% Chance, 2 Rounds, DC 16	COMPONENT COST	35
		CREATABLE PREREQUISITES	Stealth (10)
ATTACK MODIFIER	–		
DAMAGE BONUS	–		
NOTES	This scope can increase the effectiveness of blasters, blaster rifles, and bowcasters. The modifications require a workbench and a weapon of high quality marked as upgradeable.		

TARGETING SCOPE MARK II

SPECIAL	Upgrade Item, Ranged	CREATABLE/ BREAKDOWN	Yes/Yes
ADDITIONAL	On Hit: Slow 25% Chance, 3 Rounds, DC 14	COMPONENT COST	145
		CREATABLE PREREQUISITES	Stealth (16)
ATTACK MODIFIER	–		
DAMAGE BONUS	+1, Energy		
NOTES	This scope can increase the effectiveness of blasters, blaster rifles, and bowcasters. The modifications require a workbench and a weapon of high quality marked as upgradeable.		

CRIPPLING SCOPE MARK II

SPECIAL	Upgrade Item, Ranged	CREATABLE/ BREAKDOWN	Yes/Yes
ADDITIONAL	On Hit: Stun 25% Chance, 2 Rounds, DC 16	COMPONENT COST	235
		CREATABLE PREREQUISITES	Stealth (18)
ATTACK MODIFIER	–		
DAMAGE BONUS	+1, Energy		
NOTES	This scope can increase the effectiveness of blasters, blaster rifles, and bowcasters. The modifications require a workbench and a weapon of high quality marked as upgradeable.		

TARGETING SCOPE MARK III

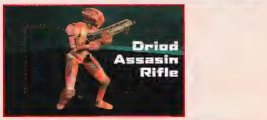
SPECIAL	Upgrade Item, Ranged	CREATABLE/ BREAKDOWN	Yes/Yes
ADDITIONAL	On Hit: Slow 25% Chance, 3 Rounds, DC 18	COMPONENT COST	730
		CREATABLE PREREQUISITES	Stealth (24)
ATTACK MODIFIER	–		
DAMAGE BONUS	+2, Energy		
NOTES	This scope can increase the effectiveness of blasters, blaster rifles, and bowcasters. The modifications require a workbench and a weapon of high quality marked as upgradeable.		

CRIPPLING SCOPE MARK III

SPECIAL	Upgrade Item, Ranged	CREATABLE/ BREAKDOWN	Yes/Yes
ADDITIONAL	On Hit: Stun 25% Chance, 2 Rounds, DC 18	COMPONENT COST	910
		CREATABLE PREREQUISITES	Stealth (26)
ATTACK MODIFIER	–		
DAMAGE BONUS	+3, Energy		
NOTES	This scope can increase the effectiveness of blasters, blaster rifles, and bowcasters. The modifications require a workbench and a weapon of high quality marked as upgradeable.		

TARGETING SCOPE MARK IV

SPECIAL	Upgrade Item, Ranged	CREATABLE/ BREAKDOWN	Yes/Yes
ADDITIONAL	On Hit: Slow 25% Chance, 3 Rounds, DC 22	COMPONENT COST	145
		CREATABLE PREREQUISITES	Stealth (28)
ATTACK MODIFIER	–		
DAMAGE BONUS	+3, Energy		
NOTES	This scope can increase the effectiveness of blasters, blaster rifles, and bowcasters. The modifications require a workbench and a weapon of high quality marked as upgradeable.		



Ranged Upgrades: Power Packs

ION CHARGER MARK I

SPECIAL	Upgrade Item, Ranged	CREATABLE/ BREAKDOWN	Yes/Yes
DAMAGE BONUS	1–4, Ion vs. Droid	COMPONENT COST	2
MASSIVE CRITICALS	–	CREATABLE PREREQUISITES	Security (4)
NOTES	This cell increases the energy output of blasters, blaster rifles, and bowcasters. The modifications require a workbench and a weapon of high quality marked as upgradeable.		

ION CHARGER MARK II

SPECIAL	Upgrade Item, Ranged	CREATABLE/ BREAKDOWN	Yes/Yes
DAMAGE BONUS	1–4, Ion vs. Droid	COMPONENT COST	34
MASSIVE CRITICALS	2	CREATABLE PREREQUISITES	Security (10)
NOTES	This cell increases the energy output of blasters, blaster rifles, and bowcasters. The modifications require a workbench and a weapon of high quality marked as upgradeable.		

ION CHARGER MARK III

SPECIAL	Upgrade Item, Ranged	CREATABLE/ BREAKDOWN	Yes/Yes
DAMAGE BONUS	1–8, Ion vs. Droid	COMPONENT COST	139
MASSIVE CRITICALS	4	CREATABLE PREREQUISITES	Security (16)
NOTES	This cell increases the energy output of blasters, blaster rifles, and bowcasters. The modifications require a workbench and a weapon of high quality marked as upgradeable.		

ION CHARGER MARK IV

SPECIAL	Upgrade Item, Ranged	CREATABLE/ BREAKDOWN	Yes/Yes
DAMAGE BONUS	1–6, Ion, 1–6, Ion vs. Droid	COMPONENT COST	509
MASSIVE CRITICALS	5	CREATABLE PREREQUISITES	Security (22)
NOTES	This cell increases the energy output of blasters, blaster rifles, and bowcasters. The modifications require a workbench and a weapon of high quality marked as upgradeable.		

ION CHARGER MARK V

SPECIAL	Upgrade Item, Ranged	CREATABLE/ BREAKDOWN	Yes/Yes
DAMAGE BONUS	1–8, Ion, 2–12, Ion vs. Droid	COMPONENT COST	1,081
MASSIVE CRITICALS	2–16	CREATABLE PREREQUISITES	Security (28)
NOTES	This cell increases the energy output of blasters, blaster rifles, and bowcasters. The modifications require a workbench and a weapon of high quality marked as upgradeable.		

POWER PULSATOR MARK I

SPECIAL	Upgrade Item, Ranged	CREATABLE/ BREAKDOWN	Yes/Yes
DAMAGE BONUS	–	COMPONENT COST	4
MASSIVE CRITICALS	1–4	CREATABLE PREREQUISITES	Computer Use (6)
NOTES	This cell increases the energy output of blasters, blaster rifles, and bowcasters. The modifications require a workbench and a weapon of high quality marked as upgradeable.		

POWER PULSATOR MARK II

SPECIAL	Upgrade Item, Ranged	CREATABLE/ BREAKDOWN	Yes/Yes
DAMAGE BONUS	–	COMPONENT COST	51
MASSIVE CRITICALS	1–8	CREATABLE PREREQUISITES	Computer Use (12)
NOTES	This cell increases the energy output of blasters, blaster rifles, and bowcasters. The modifications require a workbench and a weapon of high quality marked as upgradeable.		

POWER PULSATOR MARK III

SPECIAL	Upgrade Item, Ranged	CREATABLE/ BREAKDOWN	Yes/Yes
DAMAGE BONUS	2, Energy	COMPONENT COST	232
MASSIVE CRITICALS	1–10	CREATABLE PREREQUISITES	Computer Use (18)
NOTES	This cell increases the energy output of blasters, blaster rifles, and bowcasters. The modifications require a workbench and a weapon of high quality marked as upgradeable.		

POWER PULSATOR MARK IV

SPECIAL	Upgrade Item, Ranged	CREATABLE/ BREAKDOWN	Yes/Yes
DAMAGE BONUS	4, Energy	COMPONENT COST	699
MASSIVE CRITICALS	2–16	CREATABLE PREREQUISITES	Computer Use (24)
NOTES	This cell increases the energy output of blasters, blaster rifles, and bowcasters. The modifications require a workbench and a weapon of high quality marked as upgradeable.		

POWER PULSATOR MARK V

SPECIAL	Upgrade Item, Ranged	CREATABLE/ BREAKDOWN	Yes/Yes
DAMAGE BONUS	5, Energy	COMPONENT COST	1,767
MASSIVE CRITICALS	2–20	CREATABLE PREREQUISITES	Computer Use (30)
NOTES	This cell increases the energy output of blasters, blaster rifles, and bowcasters. The modifications require a workbench and a weapon of high quality marked as upgradeable.		

BASIC RYLITH POWER CELL

SPECIAL	Upgrade Item, Ranged	CREATABLE/ BREAKDOWN	Yes/Yes
DAMAGE BONUS	2, Energy	COMPONENT COST	14
MASSIVE CRITICALS	–	CREATABLE PREREQUISITES	Security (8)
NOTES	The rylith crystal is capable of collecting solar energy and is employed in the design of some advanced weapon power supplies. This cell increases the energy output of blasters, blaster rifles, and bowcasters. The modifications require a workbench and a weapon of high quality marked as upgradeable.		

STANDARD RYLITH POWER CELL

SPECIAL	Upgrade Item, Ranged	CREATABLE/ BREAKDOWN	Yes/Yes
DAMAGE BONUS	1–4, Energy	COMPONENT COST	81
MASSIVE CRITICALS	–	CREATABLE PREREQUISITES	Security (14)
NOTES	The rylith crystal is capable of collecting solar energy and is employed in the design of some advanced weapon power supplies. This cell increases the energy output of blasters, blaster rifles, and bowcasters. The modifications require a workbench and a weapon of high quality marked as upgradeable.		

ADVANCED RYLITH POWER CELL

SPECIAL	Upgrade Item, Ranged	CREATABLE/ BREAKDOWN	Yes/Yes
DAMAGE BONUS	1–6, Energy	COMPONENT COST	378
MASSIVE CRITICALS	–	CREATABLE PREREQUISITES	Security (20)
NOTES	The rylith crystal is capable of collecting solar energy and is employed in the design of some advanced weapon power supplies. This cell increases the energy output of blasters, blaster rifles, and bowcasters. The modifications require a workbench and a weapon of high quality marked as upgradeable.		

SUPERIOR RYLITH POWER CELL

SPECIAL	Upgrade Item, Ranged	CREATABLE/ BREAKDOWN	Yes/Yes
DAMAGE BONUS	2–12, Energy	COMPONENT COST	875
MASSIVE CRITICALS	–	CREATABLE PREREQUISITES	Security (24)
NOTES	The rylith crystal is capable of collecting solar energy and is employed in the design of some advanced weapon power supplies. This cell increases the energy output of blasters, blaster rifles, and bowcasters. The modifications require a workbench and a weapon of high quality marked as upgradeable.		

PURE RYLITH POWER CELL

SPECIAL	Upgrade Item, Ranged	CREATABLE/ BREAKDOWN	Yes/Yes
DAMAGE BONUS	2–20, Energy	COMPONENT COST	1,440
MASSIVE CRITICALS	–	CREATABLE PREREQUISITES	Security (27)
NOTES	The rylith crystal is capable of collecting solar energy and is employed in the design of some advanced weapon power supplies. This cell increases the energy output of blasters, blaster rifles, and bowcasters. The modifications require a workbench and a weapon of high quality marked as upgradeable.		

Ranged Upgrades: Firing Chamber

BROADENING CHAMBER MARK I

SPECIAL	Upgrade Item, Ranged	DEFENSE BONUS	–
ATTACK MODIFIER	1	CREATABLE/ BREAKDOWN	Yes/Yes
DAMAGE BONUS	–	COMPONENT COST	2
MASSIVE CRITICALS	2	CREATABLE PREREQUISITES	Repair (4)
NOTES	This chamber increases the power of blaster pistol firing, increasing damage by 1% and increasing the chance of a critical hit by 1%. The modifications require a workbench and a weapon of high quality marked as upgradeable.		

BROADENING CHAMBER MARK II

SPECIAL	Upgrade Item, Ranged	DEFENSE BONUS	–
ATTACK MODIFIER	1	CREATABLE/ BREAKDOWN	Yes/Yes
DAMAGE BONUS	–	COMPONENT COST	88
MASSIVE CRITICALS	4	CREATABLE PREREQUISITES	Repair (14)
NOTES	This chamber increases the power of blaster pistol firing, increasing damage by 2% and increasing the chance of a critical hit by 2%. The modifications require a workbench and a weapon of high quality marked as upgradeable.		

BROADENING CHAMBER MARK III

SPECIAL	Upgrade Item, Ranged	DEFENSE BONUS	–
ATTACK MODIFIER	+1	CREATABLE/ BREAKDOWN	Yes/Yes
DAMAGE BONUS	–	COMPONENT COST	733
MASSIVE CRITICALS	1–12	CREATABLE PREREQUISITES	Repair (24)

NOTES: This item can broaden the beam of certain blaster types, increasing damage or possibly granting other effects. The modifications require a workbench and a weapon of high quality marked as upgradeable.

AMPLIFYING CHAMBER MARK I

SPECIAL	Upgrade Item, Ranged	DEFENSE BONUS	–
ATTACK MODIFIER	–	CREATABLE/ BREAKDOWN	Yes/Yes
DAMAGE BONUS	1, Energy	COMPONENT COST	5
MASSIVE CRITICALS	–	CREATABLE PREREQUISITES	Demolitions (6)

NOTES: This item can broaden the beam of certain blaster types, increasing damage or possibly granting other effects. The modifications require a workbench and a weapon of high quality marked as upgradeable.

AMPLIFYING CHAMBER MARK II

SPECIAL	Upgrade Item, Ranged	DEFENSE BONUS	–
ATTACK MODIFIER	–	CREATABLE/ BREAKDOWN	Yes/Yes
DAMAGE BONUS	4, Energy	COMPONENT COST	150
MASSIVE CRITICALS	–	CREATABLE PREREQUISITES	Demolitions (16)

NOTES: This item can broaden the beam of certain blaster types, increasing damage or possibly granting other effects. The modifications require a workbench and a weapon of high quality marked as upgradeable.

AMPLIFYING CHAMBER MARK III

SPECIAL	Upgrade Item, Ranged	DEFENSE BONUS	–
ATTACK MODIFIER	–	CREATABLE/ BREAKDOWN	Yes/Yes
DAMAGE BONUS	6, Energy	COMPONENT COST	911
MASSIVE CRITICALS	–	CREATABLE PREREQUISITES	Demolitions (26)

NOTES: This item can broaden the beam of certain blaster types, increasing damage or possibly granting other effects. The modifications require a workbench and a weapon of high quality marked as upgradeable.

PRECISION CHAMBER MARK I

SPECIAL	Upgrade Item, Ranged	DEFENSE BONUS	–
ATTACK MODIFIER	+1	CREATABLE/ BREAKDOWN	Yes/Yes
DAMAGE BONUS	–	COMPONENT COST	16
MASSIVE CRITICALS	1	CREATABLE PREREQUISITES	Security (8)

NOTES: This item can broaden the beam of certain blaster types, increasing damage or possibly granting other effects. The modifications require a workbench and a weapon of high quality marked as upgradeable.

PRECISION CHAMBER MARK II

SPECIAL	Upgrade Item, Ranged	DEFENSE BONUS	–
ATTACK MODIFIER	+2	CREATABLE/ BREAKDOWN	Yes/Yes
DAMAGE BONUS	–	COMPONENT COST	239
MASSIVE CRITICALS	1–6	CREATABLE PREREQUISITES	Security (18)

NOTES: This item can broaden the beam of certain blaster types, increasing damage or possibly granting other effects. The modifications require a workbench and a weapon of high quality marked as upgradeable.

PRECISION CHAMBER MARK III

SPECIAL	Upgrade Item, Ranged	DEFENSE BONUS	–
ATTACK MODIFIER	+2	CREATABLE/ BREAKDOWN	Yes/Yes
DAMAGE BONUS	–	COMPONENT COST	1,111
MASSIVE CRITICALS	2–12	CREATABLE PREREQUISITES	Security (28)

NOTES: This item can broaden the beam of certain blaster types, increasing damage or possibly granting other effects. The modifications require a workbench and a weapon of high quality marked as upgradeable.

BEAM SPLITTER MARK I

SPECIAL	Upgrade Item, Ranged	DEFENSE BONUS	–
ATTACK MODIFIER	–	CREATABLE/ BREAKDOWN	Yes/Yes
DAMAGE BONUS	1–3, Energy	COMPONENT COST	37
MASSIVE CRITICALS	–	CREATABLE PREREQUISITES	Computer Use (10)

NOTES: This item can broaden the beam of certain blaster types, increasing damage or possibly granting other effects. The modifications require a workbench and a weapon of high quality marked as upgradeable.

BEAM SPLITTER MARK II

SPECIAL	Upgrade Item, Ranged	DEFENSE BONUS	–
ATTACK MODIFIER	–	CREATABLE/ BREAKDOWN	Yes/Yes
DAMAGE BONUS	1–10, Energy	COMPONENT COST	390
MASSIVE CRITICALS	–	CREATABLE PREREQUISITES	Computer Use (20)

NOTES: This item can broaden the beam of certain blaster types, increasing damage or possibly granting other effects. The modifications require a workbench and a weapon of high quality marked as upgradeable.

BEAM SPLITTER MARK III

SPECIAL	Upgrade Item, Ranged	DEFENSE BONUS	–
ATTACK MODIFIER	–	CREATABLE/ BREAKDOWN	Yes/Yes
DAMAGE BONUS	4–11, Energy	COMPONENT COST	1,347
MASSIVE CRITICALS	–	CREATABLE PREREQUISITES	Computer Use (30)

NOTES: This item can broaden the beam of certain blaster types, increasing damage or possibly granting other effects. The modifications require a workbench and a weapon of high quality marked as upgradeable.

MANDALORIAN CHAMBER MARK I

SPECIAL	Upgrade Item, Ranged	DEFENSE BONUS	-1
ATTACK MODIFIER	+1	CREATABLE/ BREAKDOWN	Yes/Yes
DAMAGE BONUS	1–4, Energy	COMPONENT COST	61
MASSIVE CRITICALS	1–4	CREATABLE PREREQUISITES	Repair (12)

NOTES: This item can broaden the beam of certain blaster types, increasing damage or possibly granting other effects. The modifications require a workbench and a weapon of high quality marked as upgradeable.

MANDALORIAN CHAMBER MARK II

SPECIAL	Upgrade Item, Ranged	DEFENSE BONUS	-2
ATTACK MODIFIER	+1	CREATABLE/ BREAKDOWN	Yes/Yes
DAMAGE BONUS	1–10, Energy	COMPONENT COST	563
MASSIVE CRITICALS	2–12	CREATABLE PREREQUISITES	Repair (22)

NOTES: This item can broaden the beam of certain blaster types, increasing damage or possibly granting other effects. The modifications require a workbench and a weapon of high quality marked as upgradeable.

MANDALORIAN CHAMBER MARK III

SPECIAL	Upgrade Item, Ranged	DEFENSE BONUS	-3
ATTACK MODIFIER	+1	CREATABLE/ BREAKDOWN	Yes/Yes
DAMAGE BONUS	2–13, Energy	COMPONENT COST	1,487
MASSIVE CRITICALS	2–16	CREATABLE PREREQUISITES	Repair (32)

NOTES: This item can broaden the beam of certain blaster types, increasing damage or possibly granting other effects. The modifications require a workbench and a weapon of high quality marked as upgradeable.

APPENDIX IV:
RANGED ORDNANCE—EXPLOSIVES

Ranged Ordnance: Wrist Launchers

WRIST LAUNCHER

FEATS	WP Wrist Mounted Rockets	CREATABLE PREREQUISITES	—
SPECIAL	Mirra Only	BREAKDOWN COMPONENT VALUE	1

NOTES: Most cunningly designed, custom wrist launcher is actually three separate weapon systems incorporated into a single unit: a wrist rocket launcher, a dart gun, and a mag-sling for launching hand grenades.

BUSTER ROCKET

DAMAGE	50, Piercing	RANGE	Long
SECONDARY	—	SAVE	DC15 for Half Damage
DURATION	—	CREATABLE PREREQUISITES	Repair (15)
AREA OF EFFECT	—	BREAKDOWN COMPONENT VALUE	25

NOTES: This wrist rocket is designed for use against vehicles and heavy droids. Countless regulations regarding their use against personnel don't seem to have prevented anyone from doing so.

CONCUSSION ROCKET

DAMAGE	1	RANGE	Long
SECONDARY	Knock Down and Stun for 9 Seconds	SAVE	DC15 for No Effect
DURATION	—	CREATABLE PREREQUISITES	—
AREA OF EFFECT	—	BREAKDOWN COMPONENT VALUE	5

NOTES: This generally non-lethal wrist rocket explodes with concussive force that knocks down and disorients the target.

EXPLOSIVE ROCKET

DAMAGE	10 (Single Target)	RANGE	Long
SECONDARY	24, Piercing	SAVE	DC15 for Half Damage
DURATION	—	CREATABLE PREREQUISITES	Repair (5)
AREA OF EFFECT	4 m	BREAKDOWN COMPONENT VALUE	6

NOTES: This deadly antipersonnel wrist rocket detonates a secondary charge on impact, showering the target and those around it with shrapnel.

ION ROCKET

DAMAGE	10, Piercing	RANGE	Long
SECONDARY	48, Ion	SAVE	DC15 for Half Damage
DURATION	—	CREATABLE PREREQUISITES	—
AREA OF EFFECT	4 m	BREAKDOWN COMPONENT VALUE	10

NOTES: These wrist rockets emit a burst of energy on impact, severely damaging any droids or personal shields in the area of effect.

KYBER DART

DAMAGE	1, Piercing	RANGE	Short
SECONDARY	25 Every 6 Seconds, Poison	SAVE	DC25 for Half Damage
DURATION	18 seconds	CREATABLE PREREQUISITES	Repair (20)
AREA OF EFFECT	—	BREAKDOWN COMPONENT VALUE	50

NOTES: Kybar darts hail from the little-known world of Kamino. The Kaminoans' unrivaled knowledge of genetic engineering and cloning allow them to develop highly efficient biological toxins that kill with frightening efficiency.

LAWN DART

DAMAGE	50, Piercing	RANGE	Medium
SECONDARY	—	SAVE	DC10 for Half Damage
DURATION	—	CREATABLE PREREQUISITES	—
AREA OF EFFECT	—	BREAKDOWN COMPONENT VALUE	2

NOTES: Once thought to be harmless children's toys, lawn darts were banned from all civilized worlds when continued misfired that "any astromech could get an eye put out with one of those things!"

PARALYSIS DART

DAMAGE	1, Piercing	RANGE	Short
SECONDARY	Paralysis	SAVE	DC20 for Slow for 5 Seconds
DURATION	9 seconds	CREATABLE PREREQUISITES	—
AREA OF EFFECT	—	BREAKDOWN COMPONENT VALUE	7

NOTES: A favorite among bounty hunters hoping to capture rather than kill their marks. The toxin on this dart affects the nervous system, causing grogginess or outright paralysis.

PLASMA ROCKET

DAMAGE	10, Piercing	RANGE	Long
SECONDARY	36, Heat	SAVE	DC15 for Half Damage
DURATION	—	CREATABLE PREREQUISITES	Repair (25)
AREA OF EFFECT	4 m	BREAKDOWN COMPONENT VALUE	45

NOTES: Plasma wrist rockets explode in a rolling ball of superheated gas on impact. This generally has a markedly bad effect on the target and anything in its immediate area.

POISON DART

DAMAGE	1, Piercing	RANGE	Short
SECONDARY	10 Every 6 Seconds, Poison	SAVE	DC25 for No Effect
DURATION	18 Seconds	CREATABLE PREREQUISITES	—
AREA OF EFFECT	—	BREAKDOWN COMPONENT VALUE	5

NOTES: This dart contains a highly toxic chemical agent. Though the dosage is small, the concentrated poison is no less deadly than breathing nerve gas.

POISON ROCKET

DAMAGE	10, Piercing	RANGE	Long
SECONDARY	5 Every 6 Seconds, Poison	SAVE	DC25 for No Effect
DURATION	12 Seconds	CREATABLE PREREQUISITES	—
AREA OF EFFECT	4 m	BREAKDOWN COMPONENT VALUE	9

NOTES: This hollow-tipped wrist rocket explodes in a blast of nerve gas when it strikes. The gas lingers for some time, generally killing the target if the rocket doesn't do that.

TRANQUILIZER DART

DAMAGE	1, Piercing	RANGE	Short
SECONDARY	Stun	SAVE	DC20 for No Effect
DURATION	9 Seconds	CREATABLE PREREQUISITES	Repair (10)
AREA OF EFFECT	–	BREAKDOWN COMPONENT VALUE	5

NOTES: A tranquilizer dart's incapacitation lasts just enough to bargain out its wounds. Typically used for trapping Zombies for research purposes or stopping a Runaway security robot in its tracks.

Ranged Ordnance: Grenades

FRAG GRENADE

DAMAGE	20, Piercing	RANGE	Long
SECONDARY	–	SAVE	Reflex DC15 for Half Damage
DURATION	–	CREATABLE PREREQUISITES	Demolitions (3)
AREA OF EFFECT	4 m	BREAKDOWN COMPONENT VALUE	40

NOTES: A hyperexplosive grenadoes are very basic. They explode when thrown, showering the vicinity in shrapnel. It's not elegant, but it's definitely effective.

CONCUSSION GRENADE

DAMAGE	None	RANGE	Long
SECONDARY	Stun for 9 Seconds	SAVE	Will DC15 for Half Damage
DURATION	–	CREATABLE PREREQUISITES	Demolitions (4)
AREA OF EFFECT	4 m	BREAKDOWN COMPONENT VALUE	40

NOTES: This type of grenade explodes in an omnidirectional wave of force that disrupts the nervous of both organic and energetic targets in the area of effect.

THERMAL DETONATOR

DAMAGE	60, Energy	RANGE	Long
SECONDARY	Knockdown	SAVE	Reflex DC15 for Half Damage
DURATION	–	CREATABLE PREREQUISITES	–
AREA OF EFFECT	4 m	BREAKDOWN COMPONENT VALUE	–

NOTES: This Republic device contains a baradium compound that produces a small fusion energy explosion of great force. Civilian possession of these items is outlawed almost everywhere.

POISON GRENADE

DAMAGE	Special	RANGE	Long
SECONDARY	Poison, 4 Every 3 Seconds	SAVE	Reflex DC25 for No Effect
DURATION	30 Seconds	CREATABLE PREREQUISITES	Demolitions (17)
AREA OF EFFECT	4 m	BREAKDOWN COMPONENT VALUE	65

NOTES: This grenade unleashes a burst of poison gas that affects the nervous system. Aspersing of the air to ensure that the effect is not dissipated easily.

MINOR SONIC DETONATOR

DAMAGE	6, Sonic	RANGE	Long
SECONDARY	-2 DEX for 30 Seconds	SAVE	Will DC15 for Half Damage, Negates DEX Penalty
DURATION	–	CREATABLE PREREQUISITES	–
AREA OF EFFECT	4 m	BREAKDOWN COMPONENT VALUE	–

NOTES: Sonic detonators are used when environmental conditions make more conventional explosives too dangerous. These detonators, while small, can still cause significant physical damage and disorient those near the explosion.

SONIC DETONATOR

DAMAGE	12, Sonic	RANGE	Long
SECONDARY	-4 DEX for 30 Seconds	SAVE	–
DURATION	–	CREATABLE PREREQUISITES	Demolitions (2)
AREA OF EFFECT	4 m	BREAKDOWN COMPONENT VALUE	35

NOTES: Sonic detonators are used when environmental conditions make more conventional explosives too dangerous. These detonators, while small, can still cause significant physical damage and disorient those near the explosion.

SONIC GRENADE

DAMAGE	20, Sonic	RANGE	Long
SECONDARY	-6 DEX for 30 Seconds	SAVE	Will DC15 for Half Damage, Negates DEX Penalty
DURATION	–	CREATABLE PREREQUISITES	Demolitions (14)
AREA OF EFFECT	4 m	BREAKDOWN COMPONENT VALUE	65

NOTES: Sonic detonators are used when environmental conditions make more conventional explosives too dangerous. These detonators, while small, can still cause significant physical damage and disorient those near the explosion.

ADHESIVE GRENADE

DAMAGE	None	RANGE	Long
SECONDARY	Entangle	SAVE	–
DURATION	15 seconds	CREATABLE PREREQUISITES	Demolitions (9)
AREA OF EFFECT	4 m	BREAKDOWN COMPONENT VALUE	65

NOTES: These grenades cover the target area in a gooey bloodhesive that traps anyone caught within the effect. It quickly degrades, allowing allies to soon pass unhindered.

CRYOBAN GRENADE

DAMAGE	20, Cold	RANGE	Long
SECONDARY	Paralysis for 6 Seconds	SAVE	Reflex DC15 for Half Damage, Negates Paralysis
DURATION	–	CREATABLE PREREQUISITES	Demolitions (13)
AREA OF EFFECT	4 m	BREAKDOWN COMPONENT VALUE	65

NOTES: A Cryoban grenade releases a supercooled liquid that freezes on contact, causing extreme pain and damage to victims caught in the effect.

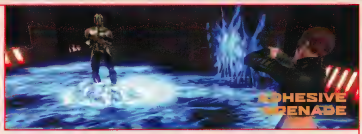
PLASMA GRENADE

DAMAGE	36, Heat	RANGE	Long
SECONDARY	–	SAVE	Reflex DC15 for Half Damage
DURATION	–	CREATABLE PREREQUISITES	Demolitions (21)
AREA OF EFFECT	4 m	BREAKDOWN COMPONENT VALUE	375

NOTES: Plasma grenades release a quick burst of air reactive gases that ignites immediately, damaging all enemies within the area of effect.

ION GRENADE

DAMAGE	15, Ion	RANGE	Long
SECONDARY	45, Ion vs. Droids	SAVE	Reflex DC15 for Half Damage
DURATION	–	CREATABLE PREREQUISITES	Demolitions (5)
AREA OF EFFECT	4 m	BREAKDOWN COMPONENT VALUE	65
NOTES	These grenades emit an extremely intense burst of energy, demolishing an area's droids or personal shields caught in the effect.		



Ranged Ordnance: Mines

MINOR FLASH MINE

DAMAGE	–	SAVE	DC15 to Negate Stun
SECONDARY	Stun	CREATABLE PREREQUISITES	Demolitions (2)
DURATION	9 Seconds	BREAKDOWN COMPONENT VALUE	50
AREA OF EFFECT	3.3 m Radius		
NOTES	Smoking and Ithorian insects can stun any enemies unfortunate enough to step on them. This is the basic model.		

AVERAGE FLASH MINE

DAMAGE	–	SAVE	DC25 to Negate Stun
SECONDARY	Stun	CREATABLE PREREQUISITES	Demolitions (8)
DURATION	9 Seconds	BREAKDOWN COMPONENT VALUE	125
AREA OF EFFECT	3.3 m Radius		
NOTES	This version of the mine shows an improvement on the basic model. Longer power cells increase its effectiveness a considerable amount.		

STRONG FLASH MINE

DAMAGE	–	SAVE	DC25 to Negate Stun
SECONDARY	Stun	CREATABLE PREREQUISITES	Demolitions (14)
DURATION	9 Seconds	BREAKDOWN COMPONENT VALUE	175
AREA OF EFFECT	3.3 m Radius		
NOTES	This version of the mine shows an improvement on the basic model. Longer power cells increase its effectiveness a considerable amount.		

BLINDING FLASH MINE

DAMAGE	–	SAVE	DC35 to Negate Stun
SECONDARY	Stun	CREATABLE PREREQUISITES	Demolitions (20)
DURATION	9 Seconds	BREAKDOWN COMPONENT VALUE	200
AREA OF EFFECT	3.3 m Radius		
NOTES	This version of the mine emits nearly a lumen-capacity equivalent to give damage to allergy.		

DEVASTATING FLASH MINE

DAMAGE	–	SAVE	DC45 to Negate Stun
SECONDARY	Stun	CREATABLE PREREQUISITES	Demolitions (26)
DURATION	9 Seconds	BREAKDOWN COMPONENT VALUE	300
AREA OF EFFECT	3.3 m Radius		
NOTES	This version of the mine puts the largest-capacity capacitor to give incredible discharge.		

MINOR FRAG MINE

DAMAGE	18, Piercing	SAVE	DC15 for Half Damage
SECONDARY	–	CREATABLE PREREQUISITES	Demolitions (3)
DURATION	–	BREAKDOWN COMPONENT VALUE	50
AREA OF EFFECT	3.3 m Radius		
NOTES	Tiny metal bead shards of shrapnel through any nearby enemies. This is the basic model.		

AVERAGE FRAG MINE

DAMAGE	42, Piercing	SAVE	DC25 for Half Damage
SECONDARY	–	CREATABLE PREREQUISITES	Demolitions (9)
DURATION	–	BREAKDOWN COMPONENT VALUE	126
AREA OF EFFECT	3.3 m Radius		
NOTES	This all-fang mine, this mine sends bursts of shrapnel through any nearby enemies.		

STRONG FRAG MINE

DAMAGE	42, Piercing	SAVE	DC25 for Half Damage
SECONDARY	–	CREATABLE PREREQUISITES	Demolitions (15)
DURATION	–	BREAKDOWN COMPONENT VALUE	175
AREA OF EFFECT	3.3 m Radius		
NOTES	This all-fang mine, this mine sends bursts of shrapnel through any nearby enemies.		

DEADLY FRAG MINE

DAMAGE	66, Piercing	SAVE	DC35 for Half Damage
SECONDARY	–	CREATABLE PREREQUISITES	Demolitions (21)
DURATION	–	BREAKDOWN COMPONENT VALUE	200
AREA OF EFFECT	3.3 m Radius		
NOTES	This all-fang mine, this mine sends bursts of shrapnel through any nearby enemies.		

DEVASTATING FRAG MINE

DAMAGE	66, Piercing	SAVE	DC35 for Half Damage
SECONDARY	–	CREATABLE PREREQUISITES	Demolitions (27)
DURATION	–	BREAKDOWN COMPONENT VALUE	300
AREA OF EFFECT	3.3 m Radius		
NOTES	This all-fang mine, this mine sends bursts of shrapnel through any nearby enemies.		

MINOR GAS MINE

DAMAGE	–	SAVE	DC15 for No Effect
SECONDARY	Poison, 3 Every 3 Seconds	CREATABLE PREREQUISITES	Demolitions (6)
DURATION	30 seconds	BREAKDOWN COMPONENT VALUE	50
AREA OF EFFECT	3.3 m Radius		
NOTES	When triggered, gas mines saturate the immediate area with poisonous gas. This is the basic model.		

AVERAGE GAS MINE

DAMAGE	3 to All Attributes Every 6 Seconds	AREA OF EFFECT	3.3 m Radius
		SAVE	DC25 for No Effect
SECONDARY	Poison, 4 Every 6 Seconds	CREATABLE PREREQUISITES	Demolitions (12)
DURATION	36 Seconds	BREAKDOWN COMPONENT VALUE	125
NOTES	When triggered, gas mines release toxic and lethal airborne chemicals into the air.		

STRONG GAS MINE

DAMAGE	1 to All Attributes Every 6 Seconds	AREA OF EFFECT	3.3 m Radius
		SAVE	DC25 for No Effect
SECONDARY	Poison, 4 Every 6 Seconds	CREATABLE PREREQUISITES	Demolitions (18)
		BREAKDOWN COMPONENT VALUE	175
DURATION	36 Seconds		
NOTES	When tripped, gas mines release toxic and inherently corrosive chemicals into the air.		

DEADLY GAS MINE

DAMAGE	3 to All Attributes Every 6 Seconds	AREA OF EFFECT	3.3 m Radius
		SAVE	DC100 for No Effect
SECONDARY	Poison, 5 Every 6 Seconds	CREATABLE PREREQUISITES	Demolitions (24)
		BREAKDOWN COMPONENT VALUE	200
DURATION	72 Seconds		
NOTES	When tripped, gas mines release toxic and inherently corrosive chemicals into the air.		

DEVASTATING GAS MINE

DAMAGE	3 to All Attributes Every 6 Seconds	AREA OF EFFECT	3.3 m Radius
		SAVE	DC50 for No Effect
SECONDARY	Poison, 5 Every 3 Seconds	CREATABLE PREREQUISITES	Demolitions (30)
		BREAKDOWN COMPONENT VALUE	300
DURATION	90 Seconds		
NOTES	When tripped, gas mines release toxic and inherently corrosive chemicals into the air.		

MINOR PLASMA MINE

DAMAGE	24, Heat	SAVE	DC15 for Half Damage
SECONDARY	--	CREATABLE PREREQUISITES	Demolitions (5)
DURATION	--	BREAKDOWN COMPONENT VALUE	50
AREA OF EFFECT	3.3 m Radius		
NOTES	When tripped, plasma mines emit a short burst of intense heat capable of severely burning anyone in the area.		

AVERAGE PLASMA MINE

DAMAGE	60, Heat	SAVE	DC25 for Half Damage
SECONDARY	--	CREATABLE PREREQUISITES	Demolitions (11)
DURATION	--	BREAKDOWN COMPONENT VALUE	125
AREA OF EFFECT	3.3 m Radius		
NOTES	An extremely volatile mixture of incendiary chemicals makes all plasma mines a danger to all who trigger them.		

STRONG PLASMA MINE

DAMAGE	60, Heat	SAVE	DC25 for Half Damage
SECONDARY	--	CREATABLE PREREQUISITES	Demolitions (17)
DURATION	--	BREAKDOWN COMPONENT VALUE	175
AREA OF EFFECT	3.3 m Radius		
NOTES	An extremely volatile mixture of incendiary chemicals makes all plasma mines a danger to all who trigger them.		

DEADLY PLASMA MINE

DAMAGE	96, Heat	SAVE	DC25 for Half Damage
SECONDARY	--	CREATABLE PREREQUISITES	Demolitions (23)
DURATION	--	BREAKDOWN COMPONENT VALUE	200
AREA OF EFFECT	3.3 m Radius		
NOTES	An extremely volatile mixture of incendiary chemicals makes all plasma mines a danger to all who trigger them.		

DEVASTATING PLASMA MINE

DAMAGE	96, Heat	SAVE	DC25 for Half Damage
SECONDARY	--	CREATABLE PREREQUISITES	Demolitions (30)
DURATION	--	BREAKDOWN COMPONENT VALUE	300
AREA OF EFFECT	3.3 m Radius		
NOTES	An extremely volatile mixture of incendiary chemicals makes all plasma mines a danger to all who trigger them.		

MINOR SONIC MINE

DAMAGE	18, Sonic	SAVE	DC15 for Half Damage and Negate DEX Loss
SECONDARY	DEX -2		
DURATION	30 Seconds	CREATABLE PREREQUISITES	Demolitions (4)
AREA OF EFFECT	3.3 m Radius	BREAKDOWN COMPONENT VALUE	50
NOTES	Sonic mines both inflict damage and can mildly stun their target, lowering their attributes for many seconds.		

AVERAGE SONIC MINE

DAMAGE	30, Sonic	SAVE	DC20 for Half Damage and Negate DEX Loss
SECONDARY	DEX -2		
DURATION	30 Seconds	CREATABLE PREREQUISITES	Demolitions (10)
AREA OF EFFECT	3.3 m Radius	BREAKDOWN COMPONENT VALUE	100
NOTES	Sonic mines both inflict damage and can mildly stun their target, lowering their attributes for many seconds.		

STRONG SONIC MINE

DAMAGE	54, Sonic	SAVE	DC25 for Half Damage and Negate DEX Loss
SECONDARY	DEX -4		
DURATION	30 Seconds	CREATABLE PREREQUISITES	Demolitions (16)
AREA OF EFFECT	3.3 m Radius	BREAKDOWN COMPONENT VALUE	150
NOTES	Sonic mines both inflict damage and can mildly stun their target, lowering their attributes for many seconds.		

DEADLY SONIC MINE

DAMAGE	54, Sonic	SAVE	DC30 for Half Damage and Negate DEX Loss
SECONDARY	DEX -4		
DURATION	30 Seconds	CREATABLE PREREQUISITES	Demolitions (22)
AREA OF EFFECT	3.3 m Radius	BREAKDOWN COMPONENT VALUE	200
NOTES	Sonic mines both inflict damage and can mildly stun their target, lowering their attributes for many seconds.		

DEVASTATING SONIC MINE

DAMAGE	66, Sonic	SAVE	DC35 for Half Damage and Negate DEX Loss
SECONDARY	DEX -6		
DURATION	30 Seconds	CREATABLE PREREQUISITES	Demolitions (28)
AREA OF EFFECT	3.3 m Radius	BREAKDOWN COMPONENT VALUE	300
NOTES	Sonic mines both inflict damage and can mildly stun their target, lowering their attributes for many seconds.		

APPENDIX V:
BODY ARMOR

Jedi Robes and Armor

PADAWAN ROBE

FEATS	Jedi Defense	UPGRADEABLE	No
DEFENSE BONUS	1	BREAKDOWN COMPONENT VALUE	2
SPECIAL	--		
NOTES	Members of the Jedi Order typically wear plain or unassuming garments.		

DARK PADAWAN ROBE

FEATS	Jedi Defense	UPGRADEABLE	No
DEFENSE BONUS	1	BREAKDOWN COMPONENT VALUE	3
SPECIAL	--		
NOTES	These are simple robes, kept modest not to appear humble, but to offer the greatest freedom of movement during battle.		

BARAN DO NOVICE ROBE

FEATS	Jedi Defense	UPGRADEABLE	No
DEFENSE BONUS	1	BREAKDOWN COMPONENT VALUE	5
SPECIAL	Damage Immunity: 10% vs. Dark Side. 10% vs. Light Side. WIS +1		
NOTES	Novices are those who have begun their training in the Baran Do philosophy. Desiring time to inquire their minds and find harmony in any situation.		

JEDI ROBE

FEATS	Jedi Defense	UPGRADEABLE	No
DEFENSE BONUS	1	BREAKDOWN COMPONENT VALUE	35
SPECIAL	Regenerate Force Points: 1		
NOTES	Members of the Jedi Order typically wear plain or unassuming garments.		

DARK JEDI ROBE

FEATS	Jedi Defense	UPGRADEABLE	No
DEFENSE BONUS	1	BREAKDOWN COMPONENT VALUE	45
SPECIAL	Regenerate Force Points: 1		
NOTES	These are simple robes, kept modest not to appear humble, but to offer the greatest freedom of movement during battle.		

NORRIS ROBE

FEATS	Jedi Defense	UPGRADEABLE	No
DEFENSE BONUS	2	BREAKDOWN COMPONENT VALUE	55
SPECIAL	Damage Immunity: 20% vs. Energy		
NOTES	Studded with pigments from the beautiful and rare Norris root found on the planet Almar, these robes are naturally resistant to energy.		

BARAN DO SAGE ROBE

FEATS	Jedi Defense	UPGRADEABLE	No
DEFENSE BONUS	2	BREAKDOWN COMPONENT VALUE	475
SPECIAL	Damage Immunity: 20% vs. Dark Side. 20% vs. Light Side. WIS +4		
NOTES	Baran Do Sages are the most wise of their order, able to see into the future, the past, and across the galaxy. The Baran Do are Force-sensitive members of the Kel Dor race. They seek inner peace and are very patient, consulting with the Force before making decisions.		

OSSUS KEEPER ROBE

FEATS	Jedi Defense	UPGRADEABLE	Yes
DEFENSE BONUS	1	BREAKDOWN COMPONENT VALUE	650
SPECIAL	CHA +2, INT +4, WIS +4		
NOTES	The Keepers of the Hall of Knowledge in the Great Jedi Library maintained the protected archives and acted as references to those who desired a more interactive solution to their problems.		

JOLEE'S ROBE

FEATS	Jedi Defense	UPGRADEABLE	Yes
DEFENSE BONUS	31	BREAKDOWN COMPONENT VALUE	1,180
SPECIAL	Restricted to Neutral. Regenerate Force Points: 1		
NOTES	Jolee Bindo remained outside of the Jedi Orden in his pursuit of knowledge. These powerful, yet unassuming robes were believed to have been owned by him, though his current whereabouts are unknown. These robes can be upgraded with some underlays.		

HANDMAIDEN'S ROBE

FEATS	Jedi Defense	UPGRADEABLE	Yes
DEFENSE BONUS	3	BREAKDOWN COMPONENT VALUE	200
SPECIAL	Usable by Handmaiden. CHA +2		
NOTES	This robe was given to a handmaiden by her mother, Errin. Though unknown to handmaidens, Errin was a Jedi Knight. This robe can be upgraded with some underlays.		

MATUKAI APPRENTICE ROBE

FEATS	Jedi Defense	UPGRADEABLE	No
DEFENSE BONUS	2	BREAKDOWN COMPONENT VALUE	12
SPECIAL	CON +1, DEX +1, STR +1		
NOTES	Matukai apprentices pursue physical meditation by practicing martial arts techniques. Their robes help them achieve harmony between the mind and body. The Force-sensitive Matukai use their physical bodies to channel the Force. The balance of the physical and spiritual is a cornerstone of their philosophy.		

GRAY JEDI ROBE

FEATS	Jedi Defense	UPGRADEABLE	Yes
DEFENSE BONUS	1	BREAKDOWN COMPONENT VALUE	85
SPECIAL	CHA +2, Regenerate Force Points: 1		
NOTES	Gray Jedi, although having completed the teachings of the Jedi Council, independently and outside of the Jedi Council. They are typically seen as misguided, though they have not excessively succumbed to the dark side.		

JEDI KNIGHT ROBE

FEATS	Jedi Defense	UPGRADEABLE	Yes
DEFENSE BONUS	2	BREAKDOWN COMPONENT VALUE	110
SPECIAL	Regenerate Force Points: 1		
NOTES	Members of the Order typically wear plain or unassuming garments, but this armored attire has additional protective qualities to help withstanding unwanted assaults. These robes can be upgraded with some functionality.		

DARK JEDI KNIGHT ROBE

FEATS	Jedi Defense	UPGRADEABLE	Yes
DEFENSE BONUS	2	BREAKDOWN COMPONENT VALUE	110
SPECIAL	Regenerate Force Points: 1		
NOTES	Designed for those who relish personal combat and know that power comes to them who take it. Even when other good protection will be insufficient to adequately. These robes can be upgraded with some functionality.		

MATUKAI ADEPT ROBE

FEATS	Jedi Defense	UPGRADEABLE	No
DEFENSE BONUS	1	BREAKDOWN COMPONENT VALUE	200
SPECIAL	CON +2, DEX +2, STR +2		
NOTES	Matukai adepts are monsters at guiding their bodies with the Force. They are capable of astounding physical feats. The Force-sensitive Matukai use their physical bodies to channel the Force. The balance of the physical and spiritual is a cornerstone of their philosophy.		

JEDI MASTER ROBE

NOTES	Jedi Defense	UPGRADEABLE	Yes
DEFENSE BONUS	3	BREAKDOWN COMPONENT VALUE	305
SPECIAL	Regenerate Force Points: 1		
NOTES	Members of the Order typically wear plain or unassuming garments, but this armored attire has the additional protective qualities to help withstand unwanted assaults. These robes can be upgraded with some functionality.		

DARK JEDI MASTER ROBE

FEATS	Jedi Defense	UPGRADEABLE	Yes
DEFENSE BONUS	3	BREAKDOWN COMPONENT VALUE	305
SPECIAL	Regenerate Force Points: 1		
NOTES	These robes offer superior protection while still allowing full freedom of movement. They are the robes of the true victory—those who will and authority go unopposed. These robes can be upgraded with some additional.		

NATTH COWLING

FEATS	Jedi Defense	UPGRADEABLE	Yes
DEFENSE BONUS	3	BREAKDOWN COMPONENT VALUE	750
SPECIAL	Restricted to Dark Side. STR +3		
NOTES	Used to widen from the tainted Tokie Natth on Ambria, these robes have the wearer with a trace of the dark powers associated within the Tokie.		

ARCA JETH'S ROBE

FEATS	Jedi Defense	UPGRADEABLE	Yes
DEFENSE BONUS	2	BREAKDOWN COMPONENT VALUE	875
SPECIAL	Restricted to Light Side. WIS +2, Regenerate Force Points: 3		
NOTES	Arca Jeth was a powerful Arkanian Jedi Master who was killed in the Great War. After the rebirth he took upon himself to help the Jedi Council....		

ALEEMA KETO'S ROBE

FEATS	Jedi Defense	UPGRADEABLE	Yes
DEFENSE BONUS	3	BREAKDOWN COMPONENT VALUE	975
SPECIAL	Restricted to Dark Side. STR +2. WIS +4. Regenerate Force Points: 1		
NOTES	Aleema Keto began her training as a Jedi, but while researching the Cult, she became enthralled by their power and fell to the dark side. She was a master of illusions and helped unlock the Gel Essence to the dark side.		

SYLVAR'S ROBE

FEATS	Jedi Defense	UPGRADEABLE	Yes
DEFENSE BONUS	2	BREAKDOWN COMPONENT VALUE	1,037
SPECIAL	Restricted to Light Side. Damage Resistance: Resist 15 vs. Dark Side, 15 vs. Energy. DEX +2		
NOTES	Sylvar was a fellow student of Exar Kun and the wife of the fallen Jedi Ulic Qel-Droma, who fell to Kun's cult during the Sith War many decades past. Despite toward many trials, Sylvar ultimately remained true to the light side and was a strong voice in the Jedi Order.		

THON'S ROBE

FEATS	Jedi Defense	UPGRADEABLE	Yes
DEFENSE BONUS	3	BREAKDOWN COMPONENT VALUE	1,270
SPECIAL	Restricted to Light Side. Bonus Feats: Force Focus, Force Immunity, Stun, Force Jump		
NOTES	Thon was an enigmatic Jedi watchman who kept even his species' secret. He was a powerful agent of the light side and also trained many Jedi.		

CRADO'S ROBE

FEATS	Jedi Defense	UPGRADEABLE	Yes
DEFENSE BONUS	2	BREAKDOWN COMPONENT VALUE	1,360
SPECIAL	Restricted to Dark Side. STR +6, CON -2		
NOTES	Crado was a Jedi who fell to the power of the dark side through the weighty Exar Kun. Crado betrayed his beloved Tyven and was eventually imprisoned when the Ulic Empire was destroyed. Tyven was completely Crado was killed, it is questionable whether this order ever actually betrayed or him. Regardless, this armored shows a mastery the power and possession of the dark side.		

NOMI'S ROBE

FEATS	Jedi Defense	UPGRADEABLE	Yes
DEFENSE BONUS	3	BREAKDOWN COMPONENT VALUE	1,500
SPECIAL	Restricted to Light Side. WIS +4. Regenerate Force Points: 3		
NOTES	Nomi displayed incredible affinity for the Force, but only reluctantly pursued Jedi training following the death of her husband Ambar. She became one of the original Jedi of the time, training under Master Thon.		

ZEISON SHA INITIATE ARMOR

FEATS	Armor Proficiency: Light	UPGRADEABLE	Yes
DEFENSE BONUS	4	BREAKDOWN COMPONENT VALUE	17
SPECIAL	Max DEX Bonus +4, Saves Fortitude +1.		
NOTES	Zeison Sha initiates are known for their survival skills and resourcefulness. Their flexible armor is very durable and can be upgraded with many underlays. The Outer Rim planet Yavimar was the home of the Zeison Sha, who developed their Force powers as a means of surviving the harsh planet. Zeison Sha stress independence and survival as well as assistance to those in need.		

ZEISON SHA WARRIOR ARMOR

FEATS	Armor Proficiency: Light	UPGRADEABLE	Yes
DEFENSE BONUS	5	BREAKDOWN COMPONENT VALUE	250
SPECIAL	Max DEX Bonus +4, Saves Fortitude +1.		
NOTES	Zeison Sha warriors are powerful combatants who are particularly skilled in telekinetic Force powers. Their fortified garments are somewhat restrictive but do not interfere with their use of the Force. They can be upgraded with some underlays. The Outer Rim planet Yavimar was the home of the Zeison Sha, who developed their Force powers as a means of surviving the harsh planet. Zeison Sha stress independence and survival as well as assistance to those in need.		

JAL SHEY NEOPHYTE ARMOR

FEATS	Armor Proficiency: Light	UPGRADEABLE	30
DEFENSE BONUS	3	BREAKDOWN COMPONENT VALUE	
SPECIAL	Max DEX Bonus +4, Persuade +1, CHA +1,Yes		
NOTES	Jal Shey neophytes have begun their lifelong quest to understand the nature of the Force. Their light armor contains only a few sets of clothes and accessories. The Jal Shey concentrate on intellectual study of the Force, seeking to understand it at a mental level rather than at a spiritual one. Jal Shey are typically exceptional diplomats, but are less successful in physical pursuits.		

JAL SHEY MENTOR ARMOR

FEATS	Armor Proficiency: Light	UPGRADEABLE	Yes
DEFENSE BONUS	4	BREAKDOWN COMPONENT VALUE	575
SPECIAL	Max DEX Bonus +4, Persuade +1, CHA +4, WIS +1		
NOTES	Jal Shey mentors are unparalleled in their intellect and often serve as highly respected advisors and teachers. The Jal Shey concentrate on intellectual study of the Force, seeking to understand it at a mental level rather than at a spiritual one. Jal Shey are typically exceptional diplomats but are less successful in physical pursuits.		

JAL SHEY ADVISOR ARMOR

FEATS	Armor Proficiency: Light	UPGRADEABLE	Yes
DEFENSE BONUS	3	BREAKDOWN COMPONENT VALUE	85
SPECIAL	Max DEX Bonus +4, Persuade +1, CHA +2, WIS +1, D		
NOTES	Jal Shey advisors possess a strong understanding of the Force and are widely respected for their wisdom. The Jal Shey concentrate on intellectual study of the Force, seeking to understand it at a mental level rather than at a spiritual one. Jal Shey are typically exceptional diplomats, but are less successful in physical pursuits.		

DARTH MALAK'S ARMOR

FEATS	Armor Proficiency: Light	UPGRADEABLE	Yes
DEFENSE BONUS	7	BREAKDOWN COMPONENT VALUE	1,950
MAX DEXTERITY BONUS	+8		
SPECIAL	Restricted to Dark Side; STR +3, Regeneration +2.		
NOTES	It is believed that Darth Malak, the fallen former apprentice of Darth Revan, once possessed this garment. Malak and Revan are credited with starting the Jedi Civil War, which led to the collapse of the Old Republic.		

Light Armor

LIGHT COMBAT SUIT

FEATS	Armor Proficiency: Light	UPGRADEABLE	Yes
DEFENSE BONUS	3	BREAKDOWN COMPONENT VALUE	2
MAX DEXTERITY BONUS	+5		
SPECIAL	—		
NOTES	The lightest form of armor available, the light combat suit is inexpensive and still provides superior to common clothing gear.		

MANDALORIAN COMBAT SUIT

FEATS	Armor Proficiency: Light	UPGRADEABLE	Yes
DEFENSE BONUS	3	BREAKDOWN COMPONENT VALUE	42
MAX DEXTERITY BONUS	+5		
SPECIAL	Damage Immunity: 10% vs. Bludgeoning, Piercing, Slashing		
NOTES	Since the Great Mandalorian combat attire provides a formidable defense. The back of this armor absorbs some of the impact of physical blows so as to limit wearer		

COMBAT SUIT

FEATS	Armor Proficiency: Light	UPGRADEABLE	Yes
DEFENSE BONUS	4	BREAKDOWN COMPONENT VALUE	3
MAX DEXTERITY BONUS	+5		
SPECIAL	—		
NOTES	Even the most frugal of mercenaries know they need at least some protection from the rigors of combat, although many of this type are not possessed for light combat only.		

ZABRAK COMBAT SUIT

FEATS	Armor Proficiency: Light	UPGRADEABLE	Yes
DEFENSE BONUS	5	BREAKDOWN COMPONENT VALUE	55
MAX DEXTERITY BONUS	+5		
SPECIAL	—		
NOTES	A Zabrak improvement on the combat suit, this armor is good protection when speed and unrestricted movement are more important than bulky padding.		

ECHANI LIGHT ARMOR

FEATS	Armor Proficiency: Light	UPGRADEABLE	Yes
DEFENSE BONUS	5	BREAKDOWN COMPONENT VALUE	150
MAX DEXTERITY BONUS	+5		
SPECIAL	Damage Immunity: Resist 15 vs. Fire		

NOTES: Echani proto-armored brought to brute force. The Mokitites learned this [illegible] Echani armor [illegible]

MASSASSI CEREMONIAL ARMOR

FEATS	Armor Proficiency: Light	UPGRADEABLE	Yes
DEFENSE BONUS	5	BREAKDOWN COMPONENT VALUE	250
MAX DEXTERITY BONUS	+5		
SPECIAL	Immunity: Critical Hits		

NOTES: Long worn downstream by the Sith has erased the memory of the [illegible] clouds by which the armor was designed, but it retains its effectiveness on the battlefield.

MANDALORIAN HEAVY SUIT

FEATS	Armor Proficiency: Light	UPGRADEABLE	Yes
DEFENSE BONUS	5	BREAKDOWN COMPONENT VALUE	500
MAX DEXTERITY BONUS	+5		
SPECIAL	Damage Immunity: 10% vs. Bludgeoning, Piercing, Slashing		

NOTES: This heavier Mandalorian combat suit is most commonly used by elite [illegible]. Besides its damage decrease and ability to absorb physical damage, the armor can also be outfitted with [illegible] and [illegible].

ELECTROMESH SUIT

FEATS	Armor Proficiency: Light	UPGRADEABLE	Yes
DEFENSE BONUS	6	BREAKDOWN COMPONENT VALUE	250
MAX DEXTERITY BONUS	+7		
SPECIAL	Damage Immunity: Resist 5 vs. Energy		

NOTES: This light armor suit is used by Nagai operatives. It is highly resistant to blaster fire and is designed to allow the Nagai to fully maneuver at their normally high dexterity. It cannot be used with overlays.

HEAVY COMBAT SUIT

FEATS	Armor Proficiency: Light	UPGRADEABLE	Yes
DEFENSE BONUS	5	BREAKDOWN COMPONENT VALUE	10
MAX DEXTERITY BONUS	+4		
SPECIAL	—		

NOTES: This version of the combat suit offers more protection than the basic model. It is heavier overall and not quite as flexible, but many consider the trade-off worthwhile.

BONADAN ALLOY HEAVY SUIT

FEATS	Armor Proficiency: Light	UPGRADEABLE	Yes
DEFENSE BONUS	6	BREAKDOWN COMPONENT VALUE	85
MAX DEXTERITY BONUS	+4		
SPECIAL	—		

NOTES: Bonadan is the [illegible] industrial society financing their exploration of the galaxy. Largest production of small [illegible] arms. Very [illegible] heavy-[illegible] offering solid defense.

ZABRAK BATTLE ARMOR

FEATS	Armor Proficiency: Light	UPGRADEABLE	Yes
DEFENSE BONUS	6	BREAKDOWN COMPONENT VALUE	500
MAX DEXTERITY BONUS	+4		
SPECIAL	Damage Immunity: 20 vs. Cold		

NOTES: On [illegible] for maximum [illegible] of the planet Iridonia, the Zabrak produce expensive armor that nevertheless has become very popular on the galactic market due to excellent low temperature defensive properties.

ECHANI SHIELD SUIT

FEATS	Armor Proficiency: Light	UPGRADEABLE	Yes
DEFENSE BONUS	7	BREAKDOWN COMPONENT VALUE	912
MAX DEXTERITY BONUS	+4		
SPECIAL	Damage Immunity: 10% vs. Electrical, Energy		

NOTES: The Echani combined their talents for energy shield design with their armor-crafting skills to develop this innovative combat suit. It provides capable defense that is augmented with a low-strength energy shield.

REINFORCED FIBER ARMOR

FEATS	Armor Proficiency: Light	UPGRADEABLE	Yes
DEFENSE BONUS	7	BREAKDOWN COMPONENT VALUE	1,087
MAX DEXTERITY BONUS	+4		
SPECIAL	—		

NOTES: Designed by craftsmen on worlds where metal is in short supply, the type of light armor consists of strong but fibers bound with synthetics, offering good, flexible protection.

ZABRAK FIELD ARMOR

FEATS	Armor Proficiency: Light	UPGRADEABLE	Yes
DEFENSE BONUS	7	BREAKDOWN COMPONENT VALUE	1,262
MAX DEXTERITY BONUS	+4		
SPECIAL	Damage Immunity: 30 vs. Cold		

NOTES: This is a higher-quality version of the basic armor produced by the Zabrak. These were often reserved for field commanders and were meant to be easily identified on the battlefield.

ULIC QEL-DROMA'S MESH SUIT

FEATS	Armor Proficiency: Light	UPGRADEABLE	Yes
DEFENSE BONUS	8	BREAKDOWN COMPONENT VALUE	1,500
MAX DEXTERITY BONUS	+4		
SPECIAL	Damage Resistance: 20 vs. Cold, Fire		

NOTES: After helping his enemies during the Exar Kun War, Ulic Qel-Droma abandoned this armor and all the trappings of his success in the dark side. It is a powerful, if outdated, item.

ARMORED FLIGHT SUIT

FEATS	Armor Proficiency: Light	UPGRADEABLE	No
DEFENSE BONUS	5	BREAKDOWN COMPONENT VALUE	10
MAX DEXTERITY BONUS	+4		
SPECIAL	Damage Resistance: 20 vs. Cold		

NOTES: This armored body flight suit provides additional protection against unusual but limited contacts. Its many models designed for a wide range of user, from military pilot and mercenaries to foreign engineers and space pioneers.

UBESE ENVIRONMENTAL SUIT

FEATS	Armor Proficiency: Light	UPGRADEABLE	No
DEFENSE BONUS	5	BREAKDOWN COMPONENT VALUE	737
MAX DEXTERITY BONUS	+4		
SPECIAL	Damage Resistance: 10 vs. Cold, Electrical, Energy, Fire		

NOTES: Ubese is the name given to a species believed to exist in the Mid Rim. The very few who actually claim to have encountered the Ubese primarily those concerned with in the pragmatic sector. Although best suited against conventional weapons, this suit is also good against Mortars, Drones, and Frenzied grenades.

Medium Armor

MILITARY SUIT

FEATS	Armor Proficiency: Medium	UPGRADEABLE	Yes
DEFENSE BONUS	6	BREAKDOWN COMPONENT VALUE	2
MAX DEXTERITY BONUS	+3		
SPECIAL	–		

NOTES: This standard issue suit provides good protection, but can be heavier and more restrictive than some of its counterparts. Even so, many commanders swear the tradeoffs are worth it.

ECHANI BATTLE ARMOR

FEATS	Armor Proficiency: Medium	UPGRADEABLE	Yes
DEFENSE BONUS	7	BREAKDOWN COMPONENT VALUE	17
MAX DEXTERITY BONUS	+3		
SPECIAL	–		

NOTES: This armor provides solid defense at the cost of some flexibility. Although it is still an Echani product and a formidable outfit suited for quick moving combat.

CINNAGAR WAR SUIT

FEATS	Armor Proficiency: Medium	UPGRADEABLE	Yes
DEFENSE BONUS	7	BREAKDOWN COMPONENT VALUE	97
MAX DEXTERITY BONUS	+3		
SPECIAL	Damage Resistance: Resist 15 vs. Sonic		

NOTES: After the Great Hyperspace War a thousand years ago, the heirs of Empress Tete militarized their world and industry, a legacy that produced battle armor still sought after today.

SITH BATTLE SUIT

FEATS	Armor Proficiency: Medium	UPGRADEABLE	Yes
DEFENSE BONUS	7	BREAKDOWN COMPONENT VALUE	65
MAX DEXTERITY BONUS	+3		
SPECIAL	–		

NOTES: This battle armor is actually created by Aratech, who named it after the Sith to benefit from their fame (or infamy). This is still very flexible for medium armor.

VERPINE FIBER MESH

FEATS	Armor Proficiency: Medium	UPGRADEABLE	Yes
DEFENSE BONUS	8	BREAKDOWN COMPONENT VALUE	145
MAX DEXTERITY BONUS	+3		
SPECIAL	–		

NOTES: Worn with head piece, of planetary conquest in the wake of Sith [illegible]. Though achieved by criminal means, the suit now the Jedi [illegible] Its Verpine [illegible] exclaimed.

EXAR KUN'S LIGHT BATTLE SUIT

FEATS	Armor Proficiency: Medium	UPGRADEABLE	Yes
DEFENSE BONUS	9	BREAKDOWN COMPONENT VALUE	750
MAX DEXTERITY BONUS	+3		
SPECIAL	–		

NOTES: Attributed to Exar Kun, this armor may well have been one of those worn by the Dark Lord prior to his defeat forty years ago. He was rarely without considerable, yet flexible, personal armor.

HEAVY CINNAGAR WAR SUIT

FEATS	Armor Proficiency: Medium	UPGRADEABLE	Yes
DEFENSE BONUS	9	BREAKDOWN COMPONENT VALUE	925
MAX DEXTERITY BONUS	+3		
SPECIAL	Damage Resistance: Resist 20 vs. Sonic		

NOTES: After the Great Hyperspace War a thousand years ago, the heirs of Empress Tete militarized their world and industry, a legacy that produced battle armor still sought after today. This heavier variety is still as flexible as medium-armor, but is as protective as heavier combat suits.

VERPINE FIBER ULTRAMESH

FEATS	Armor Proficiency: Medium	UPGRADEABLE	Yes
DEFENSE BONUS	10	BREAKDOWN COMPONENT VALUE	1,100
MAX DEXTERITY BONUS	+3		
SPECIAL	–		

NOTES: This Verpine combat suit is the most protective standard medium armor available, surpassing the defensive capabilities of most heavy armor.

LIGHT BATTLE ARMOR

FEATS	Armor Proficiency: Medium	UPGRADEABLE	Yes
DEFENSE BONUS	7	BREAKDOWN COMPONENT VALUE	5
MAX DEXTERITY BONUS	+2		
SPECIAL	--		

NOTES: Ordinary solid protection for a minimal cost, this armor is excellent for environmental hazards or guards. A favorite for the lower-level, easy duel or counterfeit encounters.

BRONZIUM LIGHT BATTLE ARMOR

FEATS	Armor Proficiency: Medium	UPGRADEABLE	Yes
DEFENSE BONUS	8	BREAKDOWN COMPONENT VALUE	85
MAX DEXTERITY BONUS	+2		
SPECIAL	--		

NOTES: The enabled armor is made of better materials than standard military issue, but is still relatively cheap and easy to mass-produce, making it ideal for light militias and the like.

KRATH HEAVY ARMOR

FEATS	Armor Proficiency: Medium	UPGRADEABLE	Yes
DEFENSE BONUS	9	BREAKDOWN COMPONENT VALUE	235
MAX DEXTERITY BONUS	+2		
SPECIAL	--		

NOTES: Typical of the old Krath military elite, these suits were worn during ritual wars on neighboring systems. Damage is predictably but unduly high, and is repaired in equipment.

POWERED LIGHT BATTLE ARMOR

FEATS	Armor Proficiency: Medium	UPGRADEABLE	Yes
DEFENSE BONUS	8	BREAKDOWN COMPONENT VALUE	280
MAX DEXTERITY BONUS	+2		
SPECIAL	Damage Resistance: Resist 25 vs. Sonic, STR +1		

NOTES: This is not nearly as heavy as power-assisted armor. Dampening Field: Much like those of an electronic countermeasure's shielding, Republic material resistance to sonic fluctuations as well.

KRATH HOLY BATTLE SUIT

FEATS	Armor Proficiency: Medium	UPGRADEABLE	Yes
DEFENSE BONUS	9	BREAKDOWN COMPONENT VALUE	550
MAX DEXTERITY BONUS	+2		
SPECIAL	Damage Resistance: Resist 15 vs. Cold, Fire, Sonic		

NOTES: Many Krath sought to be guards of their dark temples in armor of this type. Cynics dismiss this fervor, noting that guard duty was safer than participating in military slave raids.

ELECTROMESH ARMOR

FEATS	Armor Proficiency: Medium	UPGRADEABLE	Yes
DEFENSE BONUS	7	BREAKDOWN COMPONENT VALUE	1,275
MAX DEXTERITY BONUS	+6		
SPECIAL	Damage Resistance: Resist 10 vs. Energy		

NOTES: This Freedon armor is used by Nagai soldiers. It is highly resistant to electric fire and is designed to allow the Nagai to keep operating in this otherwise high humidity.

JAMOH HOGRA'S BATTLE ARMOR

FEATS	Armor Proficiency: Medium	UPGRADEABLE	Yes
DEFENSE BONUS	11	BREAKDOWN COMPONENT VALUE	1,500
MAX DEXTERITY BONUS	+2		
SPECIAL	Immunity: Critical Hits, STR +1		

NOTES: Jamoh Hogra was a Zabrak mercenary who feared for his life after a raid on a Sith dreadnaught. He spent a fortune on his personal armor, only to be killed while in the bath.

Heavy Armor

BATTLE ARMOR

FEATS	Armor Proficiency: Heavy	UPGRADEABLE	Yes
DEFENSE BONUS	8	BREAKDOWN COMPONENT VALUE	5
MAX DEXTERITY BONUS	+1		
SPECIAL	--		

NOTES: Not for the beginner of armor, but it comes close. Designed for combat soldiers, it has the protection needed to keep it sentinel alive during ravaged combat with invasive weapons.

ECHANI HEAVY ARMOR

FEATS	Armor Proficiency: Heavy	UPGRADEABLE	Yes
DEFENSE BONUS	10	BREAKDOWN COMPONENT VALUE	25
MAX DEXTERITY BONUS	+1		
SPECIAL	--		

NOTES: Echani heavy armor is comparable to typical heavy battle armor in terms of protection, but it allows for slightly more mobility.

POWERED BATTLE ARMOR

FEATS	Armor Proficiency: Heavy	UPGRADEABLE	Yes
DEFENSE BONUS	9	BREAKDOWN COMPONENT VALUE	62
MAX DEXTERITY BONUS	+1		
SPECIAL	STR +1		

NOTES: An encyclopedia-ton of this armor provides the operator with both protection and strength augmentation. It is usually donned by troopers whose time underground necessitates vital stabilizers.

VERPINE ZAL ALLOY MESH

FEATS	Armor Proficiency: Heavy	UPGRADEABLE	Yes
DEFENSE BONUS	12	BREAKDOWN COMPONENT VALUE	462
MAX DEXTERITY BONUS	+1		
SPECIAL	Damage Resistance: Resist 25 vs. Cold, Fire, Sonic		

NOTES: Using the highly expensive Zal alloy, the Verpine have developed a suit without peer. The only thing greater than the protective capabilities of this armor is the price.

CORELLIAN POWERSUIT

FEATS	Armor Proficiency: Heavy	UPGRADEABLE	Yes
DEFENSE BONUS	10	BREAKDOWN COMPONENT VALUE	750
MAX DEXTERITY BONUS	+1		
SPECIAL	STR +2		

NOTES: Essentially an improved version of powered battle armor, the powersuit employs a system of servomotors to enhance the wearer's strength.

M'UHK'GFA

FEATS	Armor Proficiency: Heavy	UPGRADEABLE	Yes
DEFENSE BONUS	8	BREAKDOWN COMPONENT VALUE	1,000
MAX DEXTERITY BONUS	+1		
SPECIAL	Damage Resistance: Resist 5 vs. Energy, 10 vs. Bludgeoning, Piercing, Slashing		

NOTES: Commissioned by powerful armor, M'uhk'gfa is the battle plate used by elite Gamorrean warriors. Traditionally, each Gamorrean warrior would fashion his own battle plate from metal fragments on the battlefields of their planet.

IOTRAN BRACEMAN ARMOR

FEATS	Armor Proficiency: Heavy	UPGRADEABLE	Yes
DEFENSE BONUS	11	BREAKDOWN COMPONENT VALUE	1,125
MAX DEXTERITY BONUS	+1		
SPECIAL	Bonus Feats: Precise Shot I, Targeting I		

NOTES: The Iotra are a diminutive species from the industrial planet of Iotra. As the Rebel Fleet grows stronger in size and in resources, expensive and heavily bureaucratic

HEAVY BATTLE ARMOR

FEATS	Armor Proficiency: Heavy	UPGRADEABLE	Yes
DEFENSE BONUS	9	BREAKDOWN COMPONENT VALUE	10
MAX DEXTERITY BONUS	+0		
SPECIAL	–		

NOTES: More readily put down restrictive than conventional battle armor, heavy battle armor is excellent in situations where mobility is of secondary concern.

DURASTEEL HEAVY ARMOR

FEATS	Armor Proficiency: Heavy	UPGRADEABLE	Yes
DEFENSE BONUS	10	BREAKDOWN COMPONENT VALUE	50
MAX DEXTERITY BONUS	+0		
SPECIAL	–		

NOTES: Battle armor production revived on Bonadan as the Republic recovered from war. This variant's heavier laminated casing provides superior protection when compared to normal heavy battle armor.

FLEX HEAVY ARMOR

FEATS	Armor Proficiency: Heavy	UPGRADEABLE	Yes
DEFENSE BONUS	10	BREAKDOWN COMPONENT VALUE	82
MAX DEXTERITY BONUS	+3		
SPECIAL	–		

NOTES: Flex heavy armor allows for greater mobility than even some medium armor. The primary alloy is still durasteel, but it is treated in methods that are poorly understood by most in the Republic. In fact, it is unclear who manufactures these rare suits of armor.

MANDALORIAN BATTLE ARMOR

FEATS	Armor Proficiency: Heavy	UPGRADEABLE	Yes
DEFENSE BONUS	11	BREAKDOWN COMPONENT VALUE	187
MAX DEXTERITY BONUS	+0		
SPECIAL	Damage Resistance: Resist 25 vs. Electrical		

NOTES: Mandalorian soldiers wear this armor all too often during the Mandalorian Wars. It's usually possibly their last conflict until doing an honor a hundred years or so subsequently performed.

MANDALORIAN HEAVY ARMOR

FEATS	Armor Proficiency: Heavy	UPGRADEABLE	Yes
DEFENSE BONUS	12	BREAKDOWN COMPONENT VALUE	750
MAX DEXTERITY BONUS	+0		
SPECIAL	Immunity: Stun, Fear, Horror		

NOTES: This armor is reserved for respected veteran Mandalorian warriors. Constantly evolving, Mandalorians refit and accessorize throughout the decade, changing the overall look of their warring clothes.

MANDALORIAN ASSAULT ARMOR

FEATS	Armor Proficiency: Heavy	UPGRADEABLE	Yes
DEFENSE BONUS	13	BREAKDOWN COMPONENT VALUE	630
MAX DEXTERITY BONUS	+0		
SPECIAL	Damage Resistance: Resist 25 vs. Cold, Fire		

NOTES: This was the armor of the Mandalorian elite frontline troops, a sight that Republic soldiers were all too familiar with during the war.

MANDALORE'S ARMOR

FEATS	Armor Proficiency: Heavy	UPGRADEABLE	Yes
DEFENSE BONUS	11	BREAKDOWN COMPONENT VALUE	–
MAX DEXTERITY BONUS	+0		
SPECIAL	Damage Resistance: Resist 25 vs. Electrical		

NOTES: Mandalore's personal suit of armor is traditional Mandalorian battle armor. Despite the assassination attempts it has doubtlessly survived, it appears to be in pristine condition. It is said that he will never voluntarily take it off, even while sleeping.

FELENAR ARMOR

FEATS	Armor Proficiency: Heavy	UPGRADEABLE	Yes
DEFENSE BONUS	11	BREAKDOWN COMPONENT VALUE	1,375
MAX DEXTERITY BONUS	+4		
SPECIAL	–		

NOTES: This durable armor is made of a variety of exotic minerals. Markings suggest that it was created by a species called the Felenar.

MATRIX ARMOR

FEATS	Armor Proficiency: Heavy	UPGRADEABLE	Yes
DEFENSE BONUS	13	BREAKDOWN COMPONENT VALUE	1,500
MAX DEXTERITY BONUS	+0		
SPECIAL	Damage Resistance: Resist 5 vs. Energy		

NOTES: Matrix armor is reputedly used for starship plating. Adapting it to individual use is expensive and technologically difficult. The armor is particularly resistant to blaster fire.

Miscellaneous Body Apparel

CLOTHING

FEATS	–	UPGRADEABLE	No
DEFENSE BONUS	–	BREAKDOWN COMPONENT VALUE	1
MAX DEXTERITY BONUS	–		
SPECIAL	–		
NOTES	Here are simple garments that protect little more than the modesty of the wearer.		

ATTON'S RIBBED JACKET

FEATS	–	UPGRADEABLE	No
DEFENSE BONUS	4	BREAKDOWN COMPONENT VALUE	1
MAX DEXTERITY BONUS	–		
SPECIAL	Used by Atton. Saves: All +2		
NOTES	Atton's durable jacket provides protection comparable to light armor.		

MIRA'S BALLISTIC MESH JACKET

FEATS	–	UPGRADEABLE	No
DEFENSE BONUS	5	BREAKDOWN COMPONENT VALUE	1
MAX DEXTERITY BONUS	+4		
SPECIAL	Used by Mira. Damage Resistance: Resist 5 vs. Bludgeoning, Piercing, Slashing		
NOTES	One of the most popular purchases of a successful bounty hunter is often exceptional protection. Mira's mesh jacket is as protective as medium armor but much less restrictive.		

DANCER'S OUTFIT

FEATS	–	UPGRADEABLE	No
DEFENSE BONUS	–	BREAKDOWN COMPONENT VALUE	1
MAX DEXTERITY BONUS	–		
SPECIAL	Gender Requirement: Female. Useable by: Handmaiden, Mira, Player. Persuade +2		
NOTES	This dancer's outfit reveals little to the imagination.		

MINER'S UNIFORM

FEATS	–	UPGRADEABLE	Yes
DEFENSE BONUS	1	BREAKDOWN COMPONENT VALUE	1
MAX DEXTERITY BONUS	–		
SPECIAL	–		
NOTES	This is a standard uniform worn by miners at the Peragus facility. It provides minimal protection but can be upgraded with basic modifiers.		

SPACE SUIT

FEATS	–	UPGRADEABLE	No
DEFENSE BONUS	–	BREAKDOWN COMPONENT VALUE	–
MAX DEXTERITY BONUS	–		
SPECIAL	–		
NOTES	This is a standard model space suit used to protect its wearer from the cold vacuum of space. Remains of its designs provide evidence the suit was flown to unequip these weapons.		

Armor Upgrades: Overlay

Alloy overlays can enhance armor performance. The modifications require a workbench with adequate tools and armor of high quality marked as upgradeable.

HEAT SHIELDING MARK I

DAMAGE IMMUNITY	10% vs. Fire	CREATABLE PREREQUISITES	Repair (2)
DEFENSE BONUS	–	COMPONENT COST	1
SPECIAL	Upgrade Item, Armor		

HEAT SHIELDING MARK II

DAMAGE IMMUNITY	15% vs. Fire	CREATABLE PREREQUISITES	Repair (10)
DEFENSE BONUS	–	COMPONENT COST	15
SPECIAL	Upgrade Item, Armor		

HEAT SHIELDING MARK III

DAMAGE IMMUNITY	15% vs. Fire. Resistance: 5 vs. Fire	CREATABLE PREREQUISITES	Repair (18)
DEFENSE BONUS	–	COMPONENT COST	100
SPECIAL	Upgrade Item, Armor		

HEAT SHIELDING MARK IV

DAMAGE IMMUNITY	20% vs. Fire. Resistance: 10 vs. Fire	CREATABLE PREREQUISITES	Repair (26)
DEFENSE BONUS	–	COMPONENT COST	343
SPECIAL	Upgrade Item, Armor		

ARMORPLY PLATING MARK I

DAMAGE IMMUNITY	–	CREATABLE PREREQUISITES	Repair (3)
DEFENSE BONUS	–	COMPONENT COST	1
SPECIAL	Stealth +2, Upgrade Item, Armor		

ARMORPLY PLATING MARK II

DAMAGE IMMUNITY	–	CREATABLE PREREQUISITES	Repair (11)
DEFENSE BONUS	–	COMPONENT COST	17
SPECIAL	Saves: Reflex +1, Stealth +2, Upgrade Item, Armor		

ARMORPLY PLATING MARK III

DAMAGE IMMUNITY	–	CREATABLE PREREQUISITES	Repair (19)
DEFENSE BONUS	–	COMPONENT COST	125
SPECIAL	Saves: Reflex +1, Stealth +6, DEX +1, Upgrade Item, Armor		

ARMORPLY PLATING MARK IV

DAMAGE IMMUNITY	–	CREATABLE PREREQUISITES	Repair (27)
DEFENSE BONUS	–	COMPONENT COST	351
SPECIAL	Saves: Reflex +1, Stealth +8, DEX +2, Upgrade Item, Armor		

SOUND DAMPENING OVERLAY MARK I

DAMAGE IMMUNITY	10% vs. Sonic	CREATABLE PREREQUISITES	Stealth (4)
DEFENSE BONUS	–	COMPONENT COST	2
SPECIAL	Upgrade Item, Armor		

SOUND DAMPENING OVERLAY MARK II

DAMAGE IMMUNITY	15% vs. Sonic	CREATABLE PREREQUISITES	Stealth (12)
DEFENSE BONUS	–	COMPONENT COST	20
SPECIAL	Upgrade Item, Armor		

SOUND DAMPENING OVERLAY MARK III

DAMAGE IMMUNITY	20% vs. Sonic, Resist 5 vs. Sonic	CREATABLE PREREQUISITES	Stealth (20)
DEFENSE BONUS	–	COMPONENT COST	150
SPECIAL	Upgrade Item, Armor		

SOUND DAMPENING OVERLAY MARK IV

DAMAGE IMMUNITY	50% vs. Sonic, Resist 5 vs. Sonic	CREATABLE PREREQUISITES	Stealth (28)
DEFENSE BONUS	–	COMPONENT COST	375
SPECIAL	Upgrade Item, Armor		

ABLATIVE PLATING MARK I

DAMAGE IMMUNITY	10% vs. Energy	CREATABLE PREREQUISITES	Repair (5)
DEFENSE BONUS	1	COMPONENT COST	2
SPECIAL	DEX -1, Upgrade Item, Medium or Heavy Armor		

ABLATIVE PLATING MARK II

DAMAGE IMMUNITY	25% vs. Energy	CREATABLE PREREQUISITES	Repair (13)
DEFENSE BONUS	1	COMPONENT COST	22
SPECIAL	DEX -1, Upgrade Item, Medium or Heavy Armor		

ABLATIVE PLATING MARK III

DAMAGE IMMUNITY	30% vs. Energy	CREATABLE PREREQUISITES	Repair (21)
DEFENSE BONUS	1	COMPONENT COST	180
SPECIAL	DEX -1, Upgrade Item, Medium or Heavy Armor		

ABLATIVE PLATING MARK IV

DAMAGE IMMUNITY	30% vs. Energy, Resist 5 vs. Energy	CREATABLE PREREQUISITES	Repair (29)
DEFENSE BONUS	1	COMPONENT COST	395
SPECIAL	DEX -1, Upgrade Item, Medium or Heavy Armor		

ENERGY SHIELDING MARK I

DAMAGE IMMUNITY	10% vs. Energy	CREATABLE PREREQUISITES	Demolitions (6)
DEFENSE BONUS	–	COMPONENT COST	3
SPECIAL	Upgrade Item, Armor		

ENERGY SHIELDING MARK II

DAMAGE IMMUNITY	15% vs. Energy	CREATABLE PREREQUISITES	Demolitions (14)
DEFENSE BONUS	–	COMPONENT COST	35
SPECIAL	Upgrade Item, Armor		

ENERGY SHIELDING MARK III

DAMAGE IMMUNITY	20% vs. Energy	CREATABLE PREREQUISITES	Demolitions (22)
DEFENSE BONUS	–	COMPONENT COST	207
SPECIAL	Upgrade Item, Armor		

ENERGY SHIELDING MARK IV

DAMAGE IMMUNITY	30% vs. Energy	CREATABLE PREREQUISITES	Demolitions (30)
DEFENSE BONUS	–	COMPONENT COST	432
SPECIAL	Upgrade Item, Armor		

BALLISTIC SHIELDING MARK I

DAMAGE IMMUNITY	10% vs. Bludgeoning, Piercing, Slashing	CREATABLE PREREQUISITES	Demolitions (7)
DEFENSE BONUS	–	COMPONENT COST	4
SPECIAL	Upgrade Item, Armor		

BALLISTIC SHIELDING MARK II

DAMAGE IMMUNITY	15% vs. Bludgeoning, Piercing, Slashing	CREATABLE PREREQUISITES	Demolitions (15)
DEFENSE BONUS	–	COMPONENT COST	47
SPECIAL	Upgrade Item, Armor		

BALLISTIC SHIELDING MARK III

DAMAGE IMMUNITY	20% vs. Bludgeoning, Piercing, Slashing	CREATABLE PREREQUISITES	Demolitions (23)
DEFENSE BONUS	–	COMPONENT COST	245
SPECIAL	Upgrade Item, Armor		

BONDED PLATES MARK I

DAMAGE IMMUNITY	–	CREATABLE PREREQUISITES	Repair (8)
DEFENSE BONUS	1	COMPONENT COST	8
SPECIAL	Upgrade Item, Medium or Heavy Armor		

BONDED PLATES MARK II

DAMAGE IMMUNITY	–	CREATABLE PREREQUISITES	Repair (16)
DEFENSE BONUS	2	COMPONENT COST	60
SPECIAL	Upgrade Item, Medium or Heavy Armor		

BONDED PLATES MARK III

DAMAGE IMMUNITY	–	CREATABLE PREREQUISITES	Repair (24)
DEFENSE BONUS	3	COMPONENT COST	270
SPECIAL	Upgrade Item, Medium or Heavy Armor		

BONDED PLATES MARK IV

DAMAGE IMMUNITY	Resist 5 vs. Bludgeoning, Piercing, Slashing	CREATABLE PREREQUISITES	Repair (31)
DEFENSE BONUS	3	COMPONENT COST	475
SPECIAL	Upgrade Item, Medium or Heavy Armor		

HEAVY BONDED PLATES MARK I

DAMAGE IMMUNITY	–	CREATABLE PREREQUISITES	Repair (9)
DEFENSE BONUS	2	COMPONENT COST	11
SPECIAL	DEX -2, Upgrade Item, Heavy Armor		

HEAVY BONDED PLATES MARK II

DAMAGE IMMUNITY	–	CREATABLE PREREQUISITES	Repair (17)
DEFENSE BONUS	2	COMPONENT COST	75
SPECIAL	DEX -3, Upgrade Item, Heavy Armor		

HEAVY BONDED PLATES MARK III

DAMAGE IMMUNITY	15% vs. Energy	CREATABLE PREREQUISITES	Repair (25)
DEFENSE BONUS	4	COMPONENT COST	305
SPECIAL	Attack Modifier -4, Upgrade Item, Heavy Armor		

Armor Upgrades: Underlay

Underlay can have a variety of effects on the armor to which it is applied. The modifications require a workbench with adequate tools and armor of high quality marked as upgradeable.

ENVIRONMENT UNDERLAY MARK I

DAMAGE IMMUNITY	15% vs. Cold, Fire	SPECIAL	Upgrade Item, Armor and Robes
DAMAGE RESISTANCE	5 vs. Cold, Fire	CREATABLE PREREQUISITES	Demolitions (2)
BONUSES	–	COMPONENT COST	1

ENVIRONMENT UNDERLAY MARK II

DAMAGE IMMUNITY	20% vs. Cold, Fire	SPECIAL	Upgrade Item, Armor and Robes
DAMAGE RESISTANCE	5 vs. Cold, Fire	CREATABLE PREREQUISITES	Demolitions (8)
BONUSES	–	COMPONENT COST	10

ENVIRONMENT UNDERLAY MARK III

DAMAGE IMMUNITY	25% vs. Cold, Fire	SPECIAL	Upgrade Item, Armor and Robes
DAMAGE RESISTANCE	5 vs. Cold, Fire	CREATABLE PREREQUISITES	Demolitions (14)
BONUSES	–	COMPONENT COST	48

ENVIRONMENT UNDERLAY MARK IV

DAMAGE IMMUNITY	30% vs. Cold, Fire	SPECIAL	Upgrade Item, Armor and Robes
DAMAGE RESISTANCE	5 vs. Cold, Fire	CREATABLE PREREQUISITES	Demolitions (20)
BONUSES	–	COMPONENT COST	170

ENVIRONMENT UNDERLAY MARK V

DAMAGE IMMUNITY	30% vs. Cold, Fire	SPECIAL	Upgrade Item, Armor and Robes
DAMAGE RESISTANCE	10 vs. Cold, Fire	CREATABLE PREREQUISITES	Demolitions (26)
BONUSES	–	COMPONENT COST	350

BIORESTORATIVE UNDERLAY MARK I

DAMAGE IMMUNITY	–	SPECIAL	Upgrade Item, Armor and Robes
DAMAGE RESISTANCE	–	CREATABLE PREREQUISITES	Treat Injury (3)
BONUSES	Regeneration: 1	COMPONENT COST	2

BIORESTORATIVE UNDERLAY MARK II

DAMAGE IMMUNITY	–	SPECIAL	Upgrade Item, Armor and Robes
DAMAGE RESISTANCE	–	CREATABLE PREREQUISITES	Treat Injury (9)
BONUSES	Regeneration: 2	COMPONENT COST	12

BIORESTORATIVE UNDERLAY MARK III

DAMAGE IMMUNITY	–	SPECIAL	Upgrade Item, Armor and Robes
DAMAGE RESISTANCE	–	CREATABLE PREREQUISITES	Treat Injury (15)
BONUSES	Regeneration: 3	COMPONENT COST	60

BIORESTORATIVE UNDERLAY MARK IV

DAMAGE IMMUNITY	–	SPECIAL	Upgrade Item, Armor and Robes
DAMAGE RESISTANCE	–	CREATABLE PREREQUISITES	Treat Injury (21)
BONUSES	Regeneration: 3, CON +1	COMPONENT COST	200

BIORESTORATIVE UNDERLAY MARK V

DAMAGE IMMUNITY	–	SPECIAL	Upgrade Item, Armor and Robes
DAMAGE RESISTANCE	–	CREATABLE PREREQUISITES	Treat Injury (27)
BONUSES	Regeneration: 3, CON +3	COMPONENT COST	367

ARMORWEAVE UNDERLAY MARK I

DAMAGE IMMUNITY	10% vs. Energy	SPECIAL	Upgrade Item, Armor
DAMAGE RESISTANCE	–	CREATABLE PREREQUISITES	Security (4)
BONUSES	–	COMPONENT COST	2

ARMORWEAVE UNDERLAY MARK II

DAMAGE IMMUNITY	10% vs. Energy, Attribute Damage	SPECIAL	Upgrade Item, Armor
DAMAGE RESISTANCE	–	CREATABLE PREREQUISITES	Security (10)
BONUSES	–	COMPONENT COST	17

ARMORWEAVE UNDERLAY MARK III

DAMAGE IMMUNITY	15% vs. Energy, Attribute Damage	SPECIAL	Upgrade Item, Armor
DAMAGE RESISTANCE	–	CREATABLE PREREQUISITES	Security (16)
BONUSES	–	COMPONENT COST	70

ARMORWEAVE UNDERLAY MARK IV

DAMAGE IMMUNITY	20% vs. Energy, Attribute Damage	SPECIAL	Upgrade Item, Armor
DAMAGE RESISTANCE	–	CREATABLE PREREQUISITES	Security (22)
BONUSES	–	COMPONENT COST	237

ARMORWEAVE UNDERLAY MARK V

DAMAGE IMMUNITY	30% vs. Energy, Attribute Damage	SPECIAL	Upgrade Item, Armor
DAMAGE RESISTANCE	–	CREATABLE PREREQUISITES	Security (28)
BONUSES	–	COMPONENT COST	407

STRENGTHENING UNDERLAY MARK I

DAMAGE IMMUNITY	–	SPECIAL	Upgrade Item, Armor
DAMAGE RESISTANCE	–	CREATABLE PREREQUISITES	Treat Injury (5)
BONUSES	STR +1	COMPONENT COST	3

STRENGTHENING UNDERLAY MARK II

DAMAGE IMMUNITY	–	SPECIAL	Upgrade Item, Armor
DAMAGE RESISTANCE	–	CREATABLE PREREQUISITES	Treat Injury (11)
BONUSES	STR +1, CON +1	COMPONENT COST	21

STRENGTHENING UNDERLAY MARK III

DAMAGE IMMUNITY	–	SPECIAL	Upgrade Item, Armor
DAMAGE RESISTANCE	–	CREATABLE PREREQUISITES	Treat Injury (17)
BONUSES	STR +2, CON +1	COMPONENT COST	97

STRENGTHENING UNDERLAY MARK IV

DAMAGE IMMUNITY	–	SPECIAL	Upgrade Item, Armor
DAMAGE RESISTANCE	–	CREATABLE PREREQUISITES	Treat Injury (23)
BONUSES	STR +2, CON +2	COMPONENT COST	262

STRENGTHENING UNDERLAY MARK V

DAMAGE IMMUNITY	–	SPECIAL	Upgrade Item, Armor
DAMAGE RESISTANCE	–	CREATABLE PREREQUISITES	Treat Injury (29)
BONUSES	STR +3, CON +3	COMPONENT COST	445

FLEXIBLE UNDERLAY MARK I

DAMAGE IMMUNITY	–	SPECIAL	Upgrade Item, Heavy Armor
DAMAGE RESISTANCE	–	CREATABLE PREREQUISITES	Stealth (6)
BONUSES	Max DEX Bonus +1	COMPONENT COST	5

FLEXIBLE UNDERLAY MARK II

DAMAGE IMMUNITY	–	SPECIAL	Upgrade Item, Heavy Armor
DAMAGE RESISTANCE	–	CREATABLE PREREQUISITES	Stealth (12)
BONUSES	Max DEX Bonus +1, DEX +1	COMPONENT COST	25

FLEXIBLE UNDERLAY MARK III

DAMAGE IMMUNITY	–	SPECIAL	Upgrade Item, Heavy Armor
DAMAGE RESISTANCE	–	CREATABLE PREREQUISITES	Stealth (18)
BONUSES	Max DEX Bonus +2, DEX +1	COMPONENT COST	110

FLEXIBLE UNDERLAY MARK IV

DAMAGE IMMUNITY	–	SPECIAL	Upgrade Item, Heavy Armor
DAMAGE RESISTANCE	–	CREATABLE PREREQUISITES	Stealth (24)
BONUSES	Max DEX Bonus +2, DEX +2	COMPONENT COST	292

FLEXIBLE UNDERLAY MARK V

DAMAGE IMMUNITY	–	SPECIAL	Upgrade Item, Heavy Armor
DAMAGE RESISTANCE	–	CREATABLE PREREQUISITES	Stealth (30)
BONUSES	Max DEX Bonus +3, DEX +3	COMPONENT COST	475

DURASTEEL UNDERLAY MARK I

DAMAGE IMMUNITY	–	SPECIAL	Upgrade Item, Armor
DAMAGE RESISTANCE	+1 vs. Bludgeoning, Piercing, Slashing	CREATABLE PREREQUISITES	Awareness (7)
		COMPONENT COST	6
BONUSES	–		

DURASTEEL UNDERLAY MARK II

DAMAGE IMMUNITY	–	SPECIAL	Upgrade Item, Armor
DAMAGE RESISTANCE	+2 vs. Bludgeoning, Piercing, Slashing	CREATABLE PREREQUISITES	Awareness (13)
		COMPONENT COST	33
BONUSES	-1 DEX		

DURASTEEL UNDERLAY MARK III

DAMAGE IMMUNITY	–	SPECIAL	Upgrade Item, Armor
DAMAGE RESISTANCE	+3 vs. Bludgeoning, Piercing, Slashing	CREATABLE PREREQUISITES	Awareness (19)
		COMPONENT COST	162
BONUSES	DEX -2		

DURASTEEL UNDERLAY MARK IV

DAMAGE IMMUNITY	–	SPECIAL	Upgrade Item, Armor
DAMAGE RESISTANCE	+4 vs. Bludgeoning, Piercing, Slashing	CREATABLE PREREQUISITES	Awareness (25)
		COMPONENT COST	325
BONUSES	DEX -3		

DURASTEEL UNDERLAY MARK V

DAMAGE IMMUNITY	–	SPECIAL	Upgrade Item, Armor
DAMAGE RESISTANCE	+5 vs. Bludgeoning, Piercing, Slashing	CREATABLE PREREQUISITES	Awareness (31)
		COMPONENT COST	500
BONUSES	DEX -3		

APPENDIX VI:
CHARACTER EQUIPMENT

Implants

REFLEX PACKAGE

MINIMUM CON	12	SKILLS	–
ATTRIBUTE GAIN	Reflex +1		
NOTES	This implant boosts the regular energy impulses of the nervous system, increasing performance of whatever action muscles every one suffer the mild lingering effect.		

PHEROMONE PACKAGE

MINIMUM CON	12	SKILLS	Persuade +1
ATTRIBUTE GAIN	CHA +1		
NOTES	This implant allows the user to subtly secrete synthetic pheromones that generally resembles a powerful hallucinogen to a wide-range of species.		

CARDIO PACKAGE

MINIMUM CON	12	SKILLS	–
ATTRIBUTE GAIN	CON +1		
NOTES	An implant that reconstructs the cardiovascular system, effectively increasing the user's concentration factor and further their hand work and manual might.		

STRENGTH PACKAGE

MINIMUM CON	12	SKILLS	–
ATTRIBUTE GAIN	STR +1		
NOTES	An implant that temporarily increases the user's strength without the need for advanced muscle mass through a combination of autonomic, regulatory nerve management and small doses of adrenal stimulants.		

RESPONSE PACKAGE

MINIMUM CON	12	SKILLS	Stealth +1
ATTRIBUTE GAIN	DEX +1	BREAKDOWN COMPONENT VALUE	185
NOTES	This implant boosts the regular energy impulses of the nervous system, increasing the performance of whatever action muscles every one suffer the mild lingering effect.		

FITNESS PACKAGE

MINIMUM CON	12	SKILLS	–
ATTRIBUTE GAIN	CON +1, STR +1	BREAKDOWN COMPONENT VALUE	380
NOTES	This specific but advanced implant combines the functionality of the cardiovascular strength and cardio packages.		

SKILLS PACKAGE

MINIMUM CON	12		
ATTRIBUTE GAIN	–	SKILLS	+1 Awareness, Computer Use, Demolitions, Persuade, Repair, Security, Stealth, Treat Injury
		BREAKDOWN COMPONENT VALUE	640
NOTES	This ingenious device modifies brain chemistry to improve general problem solving and data accessing abilities.		

HEALTH PACKAGE

MINIMUM CON	12	SKILLS	Regeneration 1
ATTRIBUTE GAIN	CON +1	BREAKDOWN COMPONENT VALUE	910
NOTES	This advanced implant package employs nano-technology to speed healing.		

PHYSICAL BOOST PACKAGE

MINIMUM CON	12	SKILLS	–
ATTRIBUTE GAIN	CON +1, DEX +1, STR +1	BREAKDOWN COMPONENT VALUE	1,180
NOTES	This device increases the physical attributes, making it one of the most valuable implants of its type.		

MENTAL BOOST PACKAGE

MINIMUM CON	12	SKILLS	–
ATTRIBUTE GAIN	CHA +1, INT +1, WIS +1	BREAKDOWN COMPONENT VALUE	1,450
NOTES	This device increases the mental skills, making it one of the most valuable implants of its type.		

RETINAL COMBAT IMPLANT

MINIMUM CON	14	SKILLS	Immunity: Critical Hits. Awareness +1
ATTRIBUTE GAIN	–		
NOTES	This bionic implant greatly increases visual acuity, allowing the user to battle much greater movement in combat. Enhanced awareness and response as well.		

LORNAN IMPLANT

MINIMUM CON	14	SKILLS	Damage Immunity: 10% vs. Electrical, Energy
ATTRIBUTE GAIN	–		
NOTES	This implant regulates electrical current, protecting the user's brain from energy surges.		

BIOTECH IMPLANT

MINIMUM CON	14	SKILLS	Regeneration 1
ATTRIBUTE GAIN	–		
NOTES	This implant does use relatively experimental nano-technology to speed healing, but relies more on computers and mild doses of pain relievers. If you had better, you are better.		

POWER IMPLANT

MINIMUM CON	14	SKILLS	Fortitude +1
ATTRIBUTE GAIN	STR +2		
NOTES	The improved version of this strength package employs sophisticated higher doses of stimulants.		

ALACRITY IMPLANT

MINIMUM CON	14	SKILLS	Reflex Save +1
ATTRIBUTE GAIN	DEX +2	BREAKDOWN COMPONENT VALUE	185
NOTES	This electric implant enhances the user's nervous system, significantly improving reaction times.		

INSIGHT IMPLANT

MINIMUM CON	14	SKILLS	Will Save +1
ATTRIBUTE GAIN	WIS +2	BREAKDOWN COMPONENT VALUE	380
NOTES	By stimulating key neural networks in the brain, this implant allows the user to see solutions they may not have otherwise considered.		

SKILLS IMPLANT

MINIMUM CON	14	SKILLS	+2 Awareness; Computer Use, Demolitions, Persuade, Repair, Security, Stealth, Treat Injury
ATTRIBUTE GAIN	–	BREAKDOWN COMPONENT VALUE	640
NOTES	This ingenious device monitors small deficiencies in extreme gunmen, creating cyborg mod duke-grandmaster battles.		

DURABILITY IMPLANT

MINIMUM CON	14	SKILLS	Damage Resistance: Resist 5 vs. Electrical, Energy
ATTRIBUTE GAIN	CON +1		
		BREAKDOWN COMPONENT VALUE	910
NOTES	This implant regulates certain chemicals which the body both overreacts to and shoulders responsibility for creating, and shielding organisms to energy-related attacks.		

PHYSICAL BOOST PACKAGE

MINIMUM CON	14	SKILLS	–
ATTRIBUTE GAIN	CON +1, DEX +2, STR +2	BREAKDOWN COMPONENT VALUE	1,180
NOTES	This device increases the physical attributes, making it one of the most valuable implants of its type.		

MENTAL BOOST PACKAGE

MINIMUM CON	14	SKILLS	–
ATTRIBUTE GAIN	CHA +2, INT +1, WIS +2	BREAKDOWN COMPONENT VALUE	1,450
NOTES	This device increases the mental skills, making it one of the most valuable implants of its type.		

BIO-ANTIDOTE SYSTEM

MINIMUM CON	16	SKILLS	Immunity Poison
ATTRIBUTE GAIN	CON +1		
NOTES	This implant maintains an ever-circulating stream of antitoxin in the user, improving natural antibodies the system's genome encountered, and where outside any needs.		

NERVE ENHANCEMENT SYSTEM

MINIMUM CON	16	SKILLS	Immunity: Stun, Fear, Horror
ATTRIBUTE GAIN	–		
NOTES	This implant regulates the nervous system, promoting zero responsiveness due to sudden trauma or sensory overload.		

REACTION SYSTEM

MINIMUM CON	16	SKILLS	–
ATTRIBUTE GAIN	DEX +3		
NOTES	This cyborg implant fuses user's neural nervous system, enhancing it artificially. It allows the recipient to react faster and further along the cyborg, improving reaction time, while also improving fine motor control and remaining accuracy.		

ADVANCED COMBAT SYSTEM

MINIMUM CON	16	SKILLS	Bonus Feats: Weapon Focus Blaster Pistol, Blaster Rifle, Specialization Blaster Pistol, Blaster Rifle
ATTRIBUTE GAIN	Attack Modifier +1		
NOTES	This implant regulates the user's normal nervous system, enhancing it artificially. It allows the recipient to react faster and further along the cyborg, improving reaction time, while also improving fine motor control and remaining accuracy.		

BAVAKAR STRENGTH SYSTEM

MINIMUM CON	16	SKILLS	–
ATTRIBUTE GAIN	STR +3	BREAKDOWN COMPONENT VALUE	185
NOTES	This implant nonetheless physical performance and increases the user's power. The Bavakar electrical discharge is fatal only to the functions of [illegible] systems.		

CARDIO POWER SYSTEM

MINIMUM CON	16	SKILLS	–
ATTRIBUTE GAIN	CON +4	BREAKDOWN COMPONENT VALUE	380
NOTES	This implant increases the cardiovascular recovery rate and post-[illegible] of the wearer, giving them a near-[illegible] stamina.		

SKILLS SYSTEM

MINIMUM CON	16	SKILLS	+4 Awareness, Computer Use, Demolitions, Persuade, Repair, Security, Stealth, Treat Injury
ATTRIBUTE GAIN	–	BREAKDOWN COMPONENT VALUE	640
NOTES	This ingenious device modifies brain chemistry to improve general problem-solving and data-processing abilities.		

NUMBNESS SYSTEM

MINIMUM CON	16	SKILLS	Damage Resistance: Resist 5 vs. Bludgeoning, Piercing, Slashing
ATTRIBUTE GAIN	CON +2	BREAKDOWN COMPONENT VALUE	910
NOTES	By [illegible] of pain into [illegible] signals, this implant [illegible] quickly [illegible] user's durability. In fact, the [illegible] implant's side [illegible] can be used to [illegible] pieces of his or her body's [illegible] tissue [illegible].		

PHYSICAL BOOST SYSTEM

MINIMUM CON	16	SKILLS	–
ATTRIBUTE GAIN	CON +2, DEX +3, STR +2	BREAKDOWN COMPONENT VALUE	1,180
NOTES	This device [illegible] all physical attributes, making it one of the most [illegible] implants of its type.		

MENTAL BOOST SYSTEM

MINIMUM CON	16	SKILLS	–
ATTRIBUTE GAIN	CHA +2, INT +2, WIS +3	BREAKDOWN COMPONENT VALUE	1,450
NOTES	This device [illegible] all mental skills, making it one of the most [illegible] implants of its type.		

D-Package Items

D-package implants are larger and more intrusive than other types. They tend to have more impressive effects but can only be used by very healthy individuals.

STRENGTH D-PACKAGE

MINIMUM CON	18
ATTRIBUTE GAIN	CON +1, STR +1
SKILLS	–

IMMUNITY D-PACKAGE

MINIMUM CON	18
ATTRIBUTE GAIN	–
SKILLS	Immunity: Critical Hits, Poison, Stun, Fear, Horror

PERCEPTION D-PACKAGE

MINIMUM CON	18
ATTRIBUTE GAIN	CHA +1, WIS +2
SKILLS	–

ENHANCEMENT D-PACKAGE

MINIMUM CON	18
ATTRIBUTE GAIN	–
SKILLS	Bonus Feats: Dueling, Improved Dueling, Master Dueling, Two-Weapon Fighting, Improved Two-Weapon Fighting, Master Two-Weapon Fighting

IMMORTALITY D-PACKAGE

MINIMUM CON	18
ATTRIBUTE GAIN	CON +3
SKILLS	Bonus Feats: Toughness, Improved Toughness, Master Toughness
BREAKDOWN COMPONENT VALUE	185

QUICKNESS D-PACKAGE

MINIMUM CON	18
ATTRIBUTE GAIN	DEX +4
SKILLS	Defense Bonus: 1
BREAKDOWN COMPONENT VALUE	380

SKILLS D-PACKAGE

MINIMUM CON	18
ATTRIBUTE GAIN	–
SKILLS	+6 Awareness, Computer Use, Demolitions, Persuade, Repair, Security, Stealth, Treat Injury
BREAKDOWN COMPONENT VALUE	640

UNIVERSAL D-PACKAGE

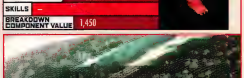
MINIMUM CON	18
ATTRIBUTE GAIN	CHA +2, CON +2, DEX +2, INT +2, STR +2, WIS +2
SKILLS	–
BREAKDOWN COMPONENT VALUE	910

PHYSICAL D-PACKAGE

MINIMUM CON	18
ATTRIBUTE GAIN	CON +3, DEX +3, STR +3
SKILLS	–
BREAKDOWN COMPONENT VALUE	1,180

MENTAL D-PACKAGE

MINIMUM CON	18
ATTRIBUTE GAIN	CHA +3, INT +3, WIS +3
SKILLS	–
BREAKDOWN COMPONENT VALUE	1,450



Headgear

SURVEY GEAR

SAVES/ RESISTANCE	5 vs. Sonic	SPECIAL	–
ATTRIBUTE GAIN	–	BREAKDOWN COMPONENT VALUE	3
SKILLS	Awareness +1		
NOTES	When surveying new asteroid claims, this headgear is designed to help identify both pockets of ithnogine and areas [illegible] thermal storage, in the [illegible]. The wired [illegible] and scanning gear within the helmet is designed to absorb any high-[illegible] emissions from [illegible] and sonic grenades.		

NEURAL BAND

SAVES/ RESISTANCE	Will +2	SPECIAL	Not Useable by Wookiees
ATTRIBUTE GAIN	–	BREAKDOWN COMPONENT VALUE	1
SKILLS	–		
NOTES	Developed after the Great Rim War, this item bolsters the willpower of the user by electronically [illegible] [illegible] patterns. Requires [illegible] to install. "Dirk Mosby"		

BREATH MASK

SAVES/RESISTANCE	Immunity: Poison	SPECIAL	Not Usable by Wookiees
ATTRIBUTE GAIN	–	BREAKDOWN COMPONENT VALUE	2
SKILLS	–		
NOTES	This is standard-issue gear for Republic forces and most professional soldiers, guaranteeing against a variety of gas-based attacks.		

RAKATAN BAND

SAVES/RESISTANCE	–	SPECIAL	Not Usable by Wookiees
ATTRIBUTE GAIN	WIS +1	BREAKDOWN COMPONENT VALUE	4
SKILLS	–		
NOTES	This simple device improves the wearer's ability to perceive the realities of their surroundings. The weight behind the item's name is unknown—it is most likely merely were-constructed as a defense against an unusual species of alien predators who made coloured objects of demonstrate consuming them only in the gallery. It is said that Symmaxi of living primitives went up for sale to make sandal for almost every single street in galactic history since the discovery of the home-item.		

STEALTH FIELD ENHANCER

SAVES/RESISTANCE	–	SPECIAL	Feats Required: AP Light. Not Usable by Wookiees
ATTRIBUTE GAIN	–		
SKILLS	Stealth +4	BREAKDOWN COMPONENT VALUE	6
NOTES	This is a specialized appliances unit designed to get the most out of a stealth field generator by maximizing the user's perception of the field while it's inside.		

BOTHAN PERCEPTION VISOR

SAVES/RESISTANCE	–	SPECIAL	Feats Required: AP Light. Not Usable by Wookiees
ATTRIBUTE GAIN	–		
SKILLS	Awareness +3, Demolitions +2, Security +2	BREAKDOWN COMPONENT VALUE	11
NOTES	Bothans treat information like any other resource and invest a great deal in devices that help collect it. These Bothan visors are considered to be among the best in the galaxy.		

SONIC NULLIFIERS

SAVES/RESISTANCE	10 vs. Sonic	SPECIAL	Feats Required: AP Light. Not Usable by Wookiees
ATTRIBUTE GAIN	–		
SKILLS	–	BREAKDOWN COMPONENT VALUE	20
NOTES	Replacing bulky ear protection, these items make use of newly developed noise-wave nullifiers, an innovation pioneered by shipyard workers and the military.		

INTERFACE BAND

SAVES/RESISTANCE	5 vs. Sonic	SPECIAL	Not Usable by Wookiees
ATTRIBUTE GAIN	–	BREAKDOWN COMPONENT VALUE	32
SKILLS	+2 Computer Use, Demolitions, Security		
NOTES	This item provides a mental interface to a store of information on electronic systems common to security, demolitions, and general computing functions.		

TARGETING VISOR

SAVES/RESISTANCE	Attack Modifier +1, Reflex +1	SPECIAL	–
ATTRIBUTE GAIN	–	BREAKDOWN COMPONENT VALUE	42
SKILLS	–		
NOTES	Through assorted heads-up displays and sharpened vision, this device increases one's accuracy in combat.		

SHIELDING VISOR

SAVES/RESISTANCE	Defense Bonus: 1, Immunity 5% vs. Electrical, Energy, Ion	SPECIAL	Feats Required: AP Medium. Not Usable by Wookiees
ATTRIBUTE GAIN	–	BREAKDOWN COMPONENT VALUE	59
SKILLS	–		
NOTES	Interstellar travel is commonplace, but the inherent dangers should not be forgotten, especially in times of war. Many consider these to be essential equipment for spacefarers.		

SPACER'S SENSOR

SAVES/RESISTANCE	–	SPECIAL	Bonus Feats: Weapon Focus–Blaster Pistol, Blaster Rifle. Not Usable by Wookiees
ATTRIBUTE GAIN	DEX +1		
SKILLS	–	BREAKDOWN COMPONENT VALUE	62
NOTES	These visors are often used by smugglers and others who possess better combat skills yet are less focused on other endeavors to boost them normally.		

REGAL VISOR

SAVES/RESISTANCE	–	SPECIAL	Not Usable by Wookiees
ATTRIBUTE GAIN	CHA +1	BREAKDOWN COMPONENT VALUE	75
SKILLS	+2 Persuade		
NOTES	This attractive headgear includes a voice-enhancement module that regulates tone and cadence of the wearer's speech. It is employed in diplomatic situations where the slightest error could offend.		

MEDITATION BAND

SAVES/RESISTANCE	Immunity 20% vs. Dark Side, Will +1	SPECIAL	Not Usable by Wookiees
ATTRIBUTE GAIN	WIS +1	BREAKDOWN COMPONENT VALUE	100
SKILLS	–		
NOTES	This potent device helps shield one's mind from dark thoughts and influences. It will not protect the user from evil that comes from within, however.		

BOTHAN SENSORY VISOR

SAVES/RESISTANCE	Immunity: Critical Hits	SPECIAL	Feats Required: AP Light. Not Usable by Wookiees
ATTRIBUTE GAIN	–	BREAKDOWN COMPONENT VALUE	125
SKILLS	+4 Awareness, +3 Demolitions, Security		
NOTES	Bothans place great importance on the tools of the information trade. They would consider these least to be of average quality, though their standards are exceptionally high.		

ARKANIAN BLINDERS

SAVES/RESISTANCE	Defense Bonus: 1, Immunity 10% vs. Fire. Immunity: Stun, Fear, Horror	SPECIAL	Feats Required: AP Medium. Not Usable by Wookiees
ATTRIBUTE GAIN	–	BREAKDOWN COMPONENT VALUE	163
SKILLS	–		
NOTES	Due to their high sensitivity to infrared light, Arkanians developed these blinders that allow them to work with less risk from such lights' emissions. The technology was adapted as filters are available elsewhere in the galaxy, though not commonly seen outside of Arkania.		

COMBAT SENSOR

SAVES/ RESISTANCE	–	SPECIAL	Not Usable by Wookiees
ATTRIBUTE GAIN	DEX +2	BREAKDOWN COMPONENT VALUE	200
SKILLS	Bonus Feat: Weapon Focus– Blaster Pistol, Blaster Rifle		
NOTES	This improved version of the trooper's sensor fit for wealthier mercenaries who are inspecting combat.		

MULTI-SPECTRAL TARGET ASSESSOR

SAVES/ RESISTANCE	Attack Modifier +3	SPECIAL	Feats Required: WS Blaster Pistol, Blaster Rifle. Not Usable by Wookiees
ATTRIBUTE GAIN	–		
SKILLS	Awareness +4. Bonus Feats: Precise Shot I, II	BREAKDOWN COMPONENT VALUE	250
NOTES	This enhanced device is only for use by those who are already highly skilled with armed weapons. The platform of information relayed provides the trained user with calculated accuracy.		

CONSCIOUSNESS HELM

SAVES/ RESISTANCE	Defense Bonus: 1	SPECIAL	Feats Required: AP Medium. Not Usable by Wookiees
ATTRIBUTE GAIN	CON +2		
SKILLS	–	BREAKDOWN COMPONENT VALUE	337
NOTES	This helmet's name is derived not from any cerebral effect, but its ability to fully focus its wearer's gaze on		

REBREATHER MASK

SAVES/ RESISTANCE	Immunity: Poison	SPECIAL	Feats Required: AP Medium. Not Usable by Wookiees
ATTRIBUTE GAIN	CON +1 Regeneration: 1	BREAKDOWN COMPONENT VALUE	425
SKILLS	–		
NOTES	A solid improvement over the standard breath mask, the rebreather also adds oxygen-cleaning actions introduced to the respirated oxygen stream.		

DAS'SKAR HUNTING MASK

SAVES/ RESISTANCE	Attack Modifier +1	SPECIAL	Not Usable by Wookiees
ATTRIBUTE GAIN	DEX +1	BREAKDOWN COMPONENT VALUE	500
SKILLS	Awareness + 2, Stealth		
NOTES	Rakata bounty hunters often employ these masks to help them track their prey. But clan hunting packs were created by Rakata to improve the performance of their members.		

FORCE MASK

SAVES/ RESISTANCE	Will +4. Force Resist: +10	SPECIAL	Not Usable by Wookiees
ATTRIBUTE GAIN	CHA -4, WIS -4	BREAKDOWN COMPONENT VALUE	567
SKILLS	–		
NOTES	For both good and ill, this mask provides the wearer with some protection from the Force.		

SITH MASK

SAVES/ RESISTANCE	Immunity: Stun, Fear, Horror	SPECIAL	Feats Required: AP Heavy. Not Usable by Wookiees
ATTRIBUTE GAIN	Regenerate Force Points: 1	BREAKDOWN COMPONENT VALUE	650
SKILLS	Bonus Feat: WF–Lightsaber		
NOTES	Designed by Sith lords to resist mental influence and other sensory noise, allowing the user to focus their abilities inward with no distraction.		

STABILIZER MASK

SAVES/ RESISTANCE	All Saves +2, Immunity: Stun, Fear, Horror	SPECIAL	Feats Required: AP Medium. Not Usable by Wookiees
ATTRIBUTE GAIN	–	BREAKDOWN COMPONENT VALUE	750
SKILLS	–		
NOTES	This mask uses microbursts of electricity to regulate the user's mental patterns. It effectively banishes both panic and overly violent urges.		

MATUKAI MEDITATION BAND

SAVES/ RESISTANCE	Immunity: 30% vs. Dark Side. Will +2	SPECIAL	Not Usable by Wookiees
ATTRIBUTE GAIN	WIS +2	BREAKDOWN COMPONENT VALUE	875
SKILLS	–		
NOTES	An improved version of the standard meditation band, this item provides unparalleled protections from the corrupting power of the dark side.		

TARGET ASSESSOR

SAVES/ RESISTANCE	Attack Modifier: +2	SPECIAL	Not Usable by Wookiees
ATTRIBUTE GAIN	DEX +2	BREAKDOWN COMPONENT VALUE	962
SKILLS	Bonus Feats: Precise Shot I, Targeting I		
NOTES	Though perhaps not as potent as the multispectral versions, this device requires no training to use.		

CIRCLET OF SARESH

SAVES/ RESISTANCE	–	SPECIAL	Light Side Only. Not Usable by Wookiees
ATTRIBUTE GAIN	WIS +5	BREAKDOWN COMPONENT VALUE	1,062
SKILLS	–		
NOTES	The wealthy Saresh family of Talis was once known as much for their arrogance and insults as for their great riches and political power. But ever since the fateful journey of the family heirs seemed a strong affinity to the Force and have been taken in by the Jedi for training. Prominent among these was Kasai Ann Saresh, heir to the family fortunes. To celebrate Kasai Ann's acceptance into the Order, her father commissioned the crafting of a powerful headband, the circlet of Saresh. To prevent this spectacular gift from boasting his own wealth and pride, he will not earn possibility given the Saresh family history—the circlet was bestowed on this only one who is a true servant of the Jedi and one it. The circlet was in Kasai Ann's possession when he disappeared shortly after the time of the Great Hunt.		

BINDO'S BAND

SAVES/ RESISTANCE	Immunity: 10 % vs. Dark Side, Light Side	SPECIAL	Not Usable by Wookiees
ATTRIBUTE GAIN	CHA +3	BREAKDOWN COMPONENT VALUE	1,312
SKILLS	–		
NOTES	It is unknown whether this simple band was ever owned by the redeemer Jedi, but it is likely that Bindo would have appreciated its ability to help one walk the fine between the light and dark sides of the Force.		

ENHANCED SHIELDING VISOR

SAVES/ RESISTANCE	Defense Bonus: 3. Immunity: EMP, Electrical. Energy, Ion	SPECIAL	Feats Required: AP Medium. Not Usable by Wookiees
ATTRIBUTE GAIN	–	BREAKDOWN COMPONENT VALUE	1,237
SKILLS	–		
NOTES	A vastly improved version of the inexpensive shielding visor, this premium helmet provides physical protection from a variety of sources.		

FORCE SHIELD

SAVES/ RESISTANCE	5 vs. Dark Side. Will +5. Force Resist +24	SPECIAL	Not Usable by Wookiees
ATTRIBUTE GAIN	CHA -6, WIS -6	BREAKDOWN COMPONENT VALUE	1,337
SKILLS	–		
NOTES	This helmet shields the wearer's mind from the Force. It is so potent and powerful in its goal that Force practitioners commonly discovered within they wear it.		

FORCE FOCUSING VISOR

SAVES/ RESISTANCE	–	SPECIAL	Not Usable by Wookiees
ATTRIBUTE GAIN	CHA +1, WIS +4. Regenerate Force Points: 2	BREAKDOWN COMPONENT VALUE	1,500
SKILLS	–		
NOTES	Through means unknown, this visor helps the wearer clear their mind of disturbance. It is especially potent when worn by a Force sensitive.		

ABSORPTION VISOR

SAVES/ RESISTANCE	Defense Bonus: 1. Immunity: 15% vs. Electrical, Energy, 75% vs. Ion, 90% vs. Sonic	SPECIAL	Feats Required: AP Light. Not Usable by Wookiees
ATTRIBUTE GAIN	–	BREAKDOWN COMPONENT VALUE	1,425
SKILLS	–		
NOTES	A high-tech, combat-oriented modification of simple sonic multivisor, this armor provides the wearer with protection against sonic and ion attacks.		

Hands: Gloves and Gauntlets

INSULATED GLOVES

SAVES/ RESISTANCE	Immunity: 30% vs. Cold, 20% vs. Fire	SPECIAL	–
ATTRIBUTE GAIN	–	BREAKDOWN COMPONENT VALUE	1
SKILLS	–		
NOTES	These thick gloves are typically used by workers of varied, unassuming jobs.		

EXCHANGE CASUAL GLOVES

SAVES/ RESISTANCE	–	SPECIAL	–
ATTRIBUTE GAIN	–	BREAKDOWN COMPONENT VALUE	7
SKILLS	+1 Computer Use, +2 Demolitions, Security		
NOTES	Common attire for Exchange operatives, these gloves assist with a number of unremarkable activities.		

STRENGTH GAUNTLETS

SAVES/ RESISTANCE	–	SPECIAL	–
ATTRIBUTE GAIN	STR +1	BREAKDOWN COMPONENT VALUE	3
SKILLS	–		
NOTES	Developed by the Mogaloks Corporation, these gauntlets use pulses of energy to stimulate muscles of the low-leverage points of combat victims, effectively increasing strength.		

TARIS SURVIVAL GLOVES

SAVES/ RESISTANCE	All Saves +1	SPECIAL	–
ATTRIBUTE GAIN	–	BREAKDOWN COMPONENT VALUE	7
SKILLS	–		
NOTES	These gloves' name is a marketing tactic to remind people that a little extra protection is a good investment. Developed by Cestus following the bombardment of Taris by Darth Malak, these all-purpose gloves became quite popular.		

ACCURACY GLOVES

SAVES/ RESISTANCE	–	SPECIAL	Bonus Feats: WF Blaster Pistol, Blaster Rifle
ATTRIBUTE GAIN	–	BREAKDOWN COMPONENT VALUE	10
SKILLS	–		
NOTES	These gloves are flexible but very stiff. Though a bit awkward when first put on, they effectively steady one's hands, improving accuracy with ranged weapons.		

GAMORREAN GAUNTLETS

SAVES/ RESISTANCE	Attack Modifier -1 When Unarmed	SPECIAL	Damage: +4, Physical
ATTRIBUTE GAIN	–	BREAKDOWN COMPONENT VALUE	83
SKILLS	–		
NOTES	These brutish gloves are heavy and clumsy. When used in unarmed combat, they allow the wearer to inflict far more damage. They may be carried while when wielding a weapon.		

EXCHANGE WORK GLOVES

SAVES/ RESISTANCE	–	SPECIAL	–
ATTRIBUTE GAIN	DEX +1	BREAKDOWN COMPONENT VALUE	30
SKILLS	+1 Computer Use, +3 Demolitions, Security		
NOTES	These gloves are typical attire for experienced Exchange members.		

CZERKA DEFENSIVE GAUNTLETS

SAVES/ RESISTANCE	Defense Bonus: 1	SPECIAL	Feats Required: AP Medium
ATTRIBUTE GAIN	–	BREAKDOWN COMPONENT VALUE	34
SKILLS	–		
NOTES	Czerka developed these very practical items for those who recognize the original purpose of gauntlets.		

DETONATOR GLOVES

SAVES/ RESISTANCE	Immunity: 25% vs. Fire, 10% vs. Slashing. Fortitude +2	SPECIAL	–
ATTRIBUTE GAIN	–	BREAKDOWN COMPONENT VALUE	45
SKILLS	+3 Demolitions		
NOTES	These gauntlets are specifically designed to protect the wearer from demolitions mishaps. Their protective capabilities also tend to increase the wearer's confidence when dealing with explosives, improving their performance.		

UNARMED ACCURACY GLOVES

SAVES/ RESISTANCE	Attack Modifier +1 When Unarmed. Reflex: +1	SPECIAL	Damage: +2, Physical
ATTRIBUTE GAIN	–	BREAKDOWN COMPONENT VALUE	55
SKILLS	–		
NOTES	These supple gloves add to impact and are suitable for parrying blades, effectively improving unarmed combat skills.		

INFILTRATOR GLOVES

SAVES/RESISTANCE	–	SPECIAL	–
ATTRIBUTE GAIN	DEX +2	BREAKDOWN COMPONENT VALUE	75
SKILLS	+4 Computer Use, Security		
NOTES	These gloves are equipped with an advanced artificial intelligence unit that the wearer activates to use any nearby computer systems through radio or wireless connection. The system also stabilizes the wearer's hands for fine motor work.		

JAL SHEY PERCEPTION GLOVES

SAVES/RESISTANCE	–	SPECIAL	–
ATTRIBUTE GAIN	DEX +1, WIS +1	BREAKDOWN COMPONENT VALUE	92
SKILLS	+1 Awareness		
NOTES	The Jal Shey use these gloves during meditation. How they function is unknown, but they seem effective in increasing one's awareness of their surroundings.		

GAMORREAN WARGLOVES

SAVES/RESISTANCE	Defense Bonus: 3	SPECIAL	Feats Required: AP Heavy
ATTRIBUTE GAIN	DEX -2	BREAKDOWN COMPONENT VALUE	100
SKILLS	–		
NOTES	These monstrous gauntlets provide considerable protection but are quite cumbersome.		

ERIADU STRENGTH AMPLIFIER

SAVES/RESISTANCE	–	SPECIAL	–
ATTRIBUTE GAIN	STR +2	BREAKDOWN COMPONENT VALUE	150
SKILLS	–		
NOTES	This device uses microbursts of repulsorlift energy to assist actions in combat, giving the appearance that the user is strangely quick and powerful.		

KARAKAN GAUNTLETS

SAVES/RESISTANCE	All Saves +3	SPECIAL	–
ATTRIBUTE GAIN	DEX +1	BREAKDOWN COMPONENT VALUE	187
SKILLS	–		
NOTES	These heavy gauntlets, created by the isolationist Karakkin, are almost a complete medical computer in themselves. They constantly monitor and adjust the nervous impulses, blood pressure, and tension through the wearer's hands. The resulting increases in stability and overall system integrity have many benefits.		

BOTHAN PRECISION GLOVES

SAVES/RESISTANCE	Immunity: 25% vs. Fire, 15% vs. Slashing, Resist: 5 vs. Fire, Fortitude +2	SPECIAL	–
		BREAKDOWN COMPONENT VALUE	237
ATTRIBUTE GAIN	DEX +1		
SKILLS	+6 Demolitions		
NOTES	For obvious reasons, these multipurpose gloves are highly sought after by demolitions experts.		

SITH POWER GAUNTLETS

SAVES/RESISTANCE	–	SPECIAL	–
ATTRIBUTE GAIN	STR +3	BREAKDOWN COMPONENT VALUE	312
SKILLS	–		
NOTES	Based on stolen Rendor designs, items of this type utilize almost unidentifiable bursts of equipment energy to assist movement. They are rarely seen outside of Sith possession.		

GAMORREAN POWER GAUNTLETS

SAVES/RESISTANCE	Defense Bonus: 1	SPECIAL	Feats Required: AP Heavy, Master Power Attack, Damage 2, Physical
ATTRIBUTE GAIN	STR +2		
SKILLS	On Hit: Stun 25% Chance, 7 Seconds, DC 14	BREAKDOWN COMPONENT VALUE	362
NOTES	These heavy gloves are brutally effective in unarmed combat.		

NAGAI COMBAT GLOVES

SAVES/RESISTANCE	5 vs. Energy, All Saves +2	SPECIAL	–
ATTRIBUTE GAIN	–	BREAKDOWN COMPONENT VALUE	500
SKILLS	–		
NOTES	The Nagai, who favor knife fighting, employ these gloves to foil those who attempt to knock their charge with blaster fire.		

KUBAZ SCOUNDREL GLOVES

SAVES/RESISTANCE	–	SPECIAL	Restricted to Scoundrel
ATTRIBUTE GAIN	DEX +5	BREAKDOWN COMPONENT VALUE	625
SKILLS	+6 Computer Use, Security		
NOTES	The Kubaz species is renowned for their interest in culture, but few who leave a position for their refined matters, such as computing and engineering. As they are not members of conventional moral standards, their items are very well liked.		

AUTOMATION GLOVES

SAVES/RESISTANCE	–	SPECIAL	–
ATTRIBUTE GAIN	DEX +3	BREAKDOWN COMPONENT VALUE	640
SKILLS	+4 Demolitions, +2 Repair		
NOTES	A sophisticated computer controls the movements of these gloves. While difficult to become accustomed to, they greatly increase the wearer's precision.		

JAL SHEY MEDITATION GLOVES

SAVES/RESISTANCE	–	SPECIAL	–
ATTRIBUTE GAIN	DEX +3, WIS +2	BREAKDOWN COMPONENT VALUE	750
SKILLS	+2 Awareness		
NOTES	The Jal Shey use these gloves during meditation. How they function is unknown, but they seem effective in increasing one's awareness of their surroundings.		

ECHANI ACCURACY GLOVES

SAVES/RESISTANCE	Attack Modifier +1 When Unarmed	SPECIAL	Damage +5, Physical
ATTRIBUTE GAIN	DEX +1	BREAKDOWN COMPONENT VALUE	625
SKILLS	–		
NOTES	Unarmed combat is an ancient tradition in the Echani culture. These combat gloves help these skilled techniques to be competitive against the most advanced melee weapons.		

ZEISON SHA GLOVES

SAVES/RESISTANCE	–	SPECIAL	–
ATTRIBUTE GAIN	CON +2, Regeneration: 1	BREAKDOWN COMPONENT VALUE	912
SKILLS	–		
NOTES	These gloves are revered for the Zeison Sha not by them. This Force-sensitive culture developed their powers as a means of surviving the harsh planet. Zeison Sha stress independence and survival as well as assistance to those in need.		

DOMINATOR GAUNTLETS

SAVES/RESISTANCE	–	SPECIAL	–
ATTRIBUTE GAIN	STR +1	BREAKDOWN COMPONENT VALUE	1,000
SKILLS	–		
NOTES	A working prototype of a huge technological advancement in power gauntlets, the dominators give the user unparalleled strength and power.		

NIKTO SOLDIER GLOVES

SAVES/RESISTANCE	–	SPECIAL	Restricted to Soldier
ATTRIBUTE GAIN	DEX +2, STR +3	BREAKDOWN COMPONENT VALUE	1,095
SKILLS	–		
NOTES	Nikto, though strong and powerful, are typically subservient to other races, such as the Kurn. Some subspecies of Nikto evolve especially sober and loyal soldiers.		

OSSLUK'S GLOVES

SAVES/RESISTANCE	–	SPECIAL	–
ATTRIBUTE GAIN	CON +1, DEX +1, STR +2	BREAKDOWN COMPONENT VALUE	1,250
SKILLS	–		
NOTES	These gloves are believed to have belonged to the great Gand Warrior Ossluk. Nearly Most Gands are not identified by name—their Krull banned them as testimony to his accomplishments.		

DISRUPTOR GLOVES

SAVES/RESISTANCE	–	SPECIAL	Damage +1-10 Unstoppable
ATTRIBUTE GAIN	–	BREAKDOWN COMPONENT VALUE	1,300
SKILLS	–		
NOTES	These gloves, intended to be used while unarmed, are designed to penetrate enemy shields and defenses.		

IMPROVED AUTOMATION GLOVES

SAVES/RESISTANCE	–	SPECIAL	–
ATTRIBUTE GAIN	DEX +5	BREAKDOWN COMPONENT VALUE	1,375
SKILLS	+6 Demolitions, +6 Repair		
NOTES	A sophisticated computer controls the movements of these gloves. While difficult to become accustomed to, they greatly increase the wearer's precision.		

LIGHTNING GLOVES

SAVES/RESISTANCE	Attack Modifier +1 When Unarmed, Resist 10 vs. Electrical	SPECIAL	Damage +1-12, Electrical
ATTRIBUTE GAIN	–	BREAKDOWN COMPONENT VALUE	1,480
SKILLS	–		
NOTES	Blue charges of electricity pulse through these gloves when they strike an object, making them powerful in unarmed combat.		

Left and Right Arm Shields

Using these items consumes on charge. These items are automatically discarded after all charges are consumed. Items that have charges do not stack in inventory.

ARKANIAN ENERGY SHIELD

USES	5/5	DURATION	200 Seconds or Max Damage Taken
ATTRIBUTE GAIN	–	SPECIAL	–
ABSORBS	Energy, Sonic, Cold, Heat, Electrical, 80 pts	BREAKDOWN COMPONENT VALUE	4
NOTES	Even 2,000 years after the designs were pioneered, Arkanian technology remains desirable. When activated and activated, this forearm shield protects against a variety of combat conditions, though it must be replaced often due to burnout.		

ECHANI DUELING SHIELD

USES	5/5	DURATION	200 Seconds or Max Damage Taken
ATTRIBUTE GAIN	–	SPECIAL	–
ABSORBS	Energy, Sonic, Electrical, 130 pts	BREAKDOWN COMPONENT VALUE	20
NOTES	Far more powerful than most forearm shields, when activated, this suit absorbs some of the incoming energy to provide good protection without the need for bulky gauntlets.		

ECHANI SHIELD

USES	5/5	DURATION	200 Seconds or Max Damage Taken
ATTRIBUTE GAIN	–	SPECIAL	–
ABSORBS	Energy, Sonic, Electrical, 100 pts	BREAKDOWN COMPONENT VALUE	6
NOTES	The Echanis put much effort into developing a forearm shield that was unbiased toward either a defensive or offensive stance, resulting in a shield that could be used effectively by either.		

ENERGY SHIELD

USES	5/5	DURATION	200 Seconds or Max Damage Taken
ATTRIBUTE GAIN	–	SPECIAL	–
ABSORBS	Energy, Electrical, 40 pts	BREAKDOWN COMPONENT VALUE	1
NOTES	When recognized and activated, these sleeves protect an energy shield around the wearer. The cloth sleeves can burn out and must occasionally be replaced, requiring replacement of the entire unit.		

MANDALORIAN MELEE SHIELD

USES	5/5	DURATION	200 Seconds or Max Damage Taken
ATTRIBUTE GAIN	–	SPECIAL	–
ABSORBS	Energy, Bludgeoning, Piercing, Slashing, 50 pts	BREAKDOWN COMPONENT VALUE	3
NOTES	Mandalorians don't fear melee combat, but anything that absorbs physical damage brings down a clan's honor in victory and these forearm shields are a favorite.		

MANDALORIAN POWER SHIELD

USES	5/5	DURATION	200 Seconds or Max Damage Taken
ATTRIBUTE GAIN	–	SPECIAL	–
ABSORBS	Energy, Bludgeoning, Piercing, Slashing, Electrical, 70 pts	BREAKDOWN COMPONENT VALUE	4
NOTES	An improvement by the Mandalorians on their basic forearm shield, this variant proved decisive in several battles with the Republic.		

TELOS MINING SHIELD

USES	3/3	DURATION	200 Seconds or Max Damage Taken
ATTRIBUTE GAIN	–	SPECIAL	–
ABSORBS	Heat, 20 pts	BREAKDOWN COMPONENT VALUE	5
NOTES	When equipped and activated, these safety energy shields protect a		

VERPINE PROTOTYPE SHIELD

USES	5/5	DURATION	200 Seconds or Max Damage Taken
ATTRIBUTE GAIN	–	SPECIAL	–
ABSORBS	Energy, Sonic, Lava, Heat, Electrical, 125 pts	BREAKDOWN COMPONENT VALUE	87
NOTES	Though manufactured by the Verpine, these forearm shields are based on highly modified Arkanian designs. They are must-have items for the professional soldier.		

<YOUR CHARACTER'S> ARMBAND

USES	–	DURATION	–
ATTRIBUTE GAIN	CON +1	SPECIAL	–
ABSORBS	–	BREAKDOWN COMPONENT VALUE	25
NOTES	This band belonged to the Jedi Trial Overseer – who was stolen from the Jedi Order following the Mandalorian Wars.		

NOMI'S ARMBAND

USES	–	DURATION	–
ATTRIBUTE GAIN	+1 Dark Side	SPECIAL	–
ABSORBS	–	BREAKDOWN COMPONENT VALUE	125
NOTES	Nomi displayed incredible affinity for the Force but only reluctantly pursued Jedi training following the death of her husband, Andar. She became one of the greatest Jedi of her age, training under Master Vrai.		

VAO'S ARMBAND

USES	–	DURATION	–
ATTRIBUTE GAIN	DEX +1	SPECIAL	–
ABSORBS	–	BREAKDOWN COMPONENT VALUE	75
NOTES	Trading magnificent spice that originated on the world. The M'Vao. [illegible]		

LUDO KRESSH'S ARMBAND

USES	–	DURATION	–
ATTRIBUTE GAIN	STR +1	SPECIAL	Defense Bonus: 1 Restricted to Dark Side
ABSORBS	–	BREAKDOWN COMPONENT VALUE	250
NOTES	Ludo Kressh was a powerful Sith who assumed fallen Sith lord Naga Sadow to the Great Resistance War. This protective armband bears traces of the dark lord's once great power.		

Belts

SAFETY HARNESS

SKILLS	+1 Demolitions	SPECIAL	–
SAVES/ RESISTANCE	–	BREAKDOWN COMPONENT VALUE	5
ATTRIBUTE GAIN	–		
NOTES	This [illegible]ining safety harness is designed to aid a miner in carrying and employing demolitions charges within confined working [illegible]		

ADRENALINE AMPLIFIER

SKILLS	–	SPECIAL	–
SAVES/ RESISTANCE	Reflex +2	BREAKDOWN COMPONENT VALUE	1
ATTRIBUTE GAIN	–		
NOTES	The device improves the wearer's reflexes by triggering prolonged bursts of adrenaline. It is thought to be perfectly safe, with only a few instances of uncontrolled muscle spasms.		

CARDIO-REGULATOR

SKILLS	–	SPECIAL	–
SAVES/ RESISTANCE	Fortitude +2	BREAKDOWN COMPONENT VALUE	2
ATTRIBUTE GAIN	–		
NOTES	This belt monitors heartbeat and breathing and reacts to pressures from the body should either of these become irregular. This gives the wearer a higher Fortitude than usual.		

CZERKA UTILITY BELT

SKILLS	+2 Demolitions, Repair, Security, Treat Injury	SPECIAL	–
SAVES/ RESISTANCE	–	BREAKDOWN COMPONENT VALUE	5
ATTRIBUTE GAIN	–		
NOTES	This utility belt comes with a variety of tools to assist the wearer with many tasks. It was originally developed by Czerka Corporation for its [illegible]-maintenance staff and quickly found use throughout the Republic. The user must have good [illegible] with the Demolitions and Security skills to gain the maximum benefits from this belt.		

ADVANCED ADRENALINE AMPLIFIER

SKILLS	–	SPECIAL	–
SAVES/ RESISTANCE	Reflex +3	BREAKDOWN COMPONENT VALUE	10
ATTRIBUTE GAIN	–		
NOTES	This device is an improved version of the basic model, increasing effectiveness, with fewer occurrences of side effects. It improves reflexes by triggering prolonged bursts of adrenaline.		

STRENGTH ENHANCER

SKILLS	–	SPECIAL	–
SAVES/ RESISTANCE	Fortitude +1	BREAKDOWN COMPONENT VALUE	25
ATTRIBUTE GAIN	STR +1		
NOTES	This belt houses a [illegible] that flows stream of [illegible] into the wearer's [illegible]stream.		

SYSTECH CARDIO-REGULATOR

SKILLS	–	SPECIAL	–
SAVES/ RESISTANCE	Fortitude +1	BREAKDOWN COMPONENT VALUE	35
ATTRIBUTE GAIN	CON +1		
NOTES	[illegible] upon the standard cardio-regulator design by combining an intelligent computer system and mechanisms to monitor [illegible] wearer.		

HYPER ADRENALINE AMPLIFIER

SKILLS	–	SPECIAL	–
SAVES/ RESISTANCE	Reflex +3	BREAKDOWN COMPONENT VALUE	45
ATTRIBUTE GAIN	DEX +1		
NOTES	This ingeniously designed belt monitors adrenaline in the wearer's bloodstream. When elevated, the device injects a measured dose of additional adrenaline, greatly enhancing reaction time.		

INERTIAL INHIBITOR

SKILLS	–	SPECIAL	Defease Bonus 1
SAVES/ RESISTANCE	–	BREAKDOWN COMPONENT VALUE	65
ATTRIBUTE GAIN	DEX +1		
NOTES	This belt's advanced technology suggests an Arkanian design. It senses the wearer's movement, improving reactions here as needed.		

ELECTRICAL CAPACITANCE SHIELD

SKILLS	–	SPECIAL	–
SAVES/ RESISTANCE	Immunity: 75% vs. Electrical	BREAKDOWN COMPONENT VALUE	85
ATTRIBUTE GAIN	–		
NOTES	This shielding device, worn around the waist, absorbs and stores electrical energy directed at the user, which is then released slowly over a period of time. An opening harmonizes the material generation rather than using the finite edge of the shield, giving it the less than complimentary nickname, "The Fingler."		

THERMAL SHIELD GENERATOR

SKILLS	–	SPECIAL	–
SAVES/ RESISTANCE	Immunity: 75% vs. Fire	BREAKDOWN COMPONENT VALUE	110
ATTRIBUTE GAIN	–		
NOTES	This generator forms a magnetic shield around the wearer that, while ineffective against most modern weaponry, allows for the deflection of directed heat attacks, generally in the form of fire.		

CNS STRENGTH ENHANCER

SKILLS	–	SPECIAL	–
SAVES/ RESISTANCE	All +2	BREAKDOWN COMPONENT VALUE	105
ATTRIBUTE GAIN	CHA +1		
NOTES	An experimental system that amplifies power signals along the length of the central nervous system, this generator, attached to a belt, provides greater impulses to all muscles, as well as a resistance to all sorts of perturbations of the user's system.		

EXCHANGE UTILITY BELT

SKILLS	+3 Computer Use, Demolitions, Repair, Security	SPECIAL	–
SAVES/ RESISTANCE	–	BREAKDOWN COMPONENT VALUE	235
ATTRIBUTE GAIN	DEX +1, STR +1		
NOTES	Commonly used by mechanics, this belt's variety of equipment can aid in many unique mercenary tasks as well. The user must have paid points into the Demolitions and Security skills to gain the respective benefits from this belt.		

IMMUNITY BELT

SKILLS	–	SPECIAL	Attack Modifier -1
SAVES/ RESISTANCE	5 vs. Bludgeoning, Energy, Piercing, Slashing	BREAKDOWN COMPONENT VALUE	305
ATTRIBUTE GAIN	CON +1		
NOTES	This awkward and thick belt protects the wearer from attacks but hinders movement greatly. It is one of the utilized by experienced mercenaries who are not meaningfully hindered by the belt's clumsiness.		

ADRENALINE STIMULATOR

SKILLS	–	SPECIAL	–
SAVES/ RESISTANCE	All +4	BREAKDOWN COMPONENT VALUE	380
ATTRIBUTE GAIN	DEX +2		
NOTES	This belt endows the wearer with hyper-sensitivity to surroundings and dynamically improves reflexes and reaction time.		

NERVE AMPLIFIER BELT

SKILLS	–	SPECIAL	–
SAVES/ RESISTANCE	Immunity: Stun, Fear, Horror	BREAKDOWN COMPONENT VALUE	460
ATTRIBUTE GAIN	WIS +1		
NOTES	This belt monitors the brain, emitting energy waves to reinforce established patterns and block any external influences. It's extremely effective, if mildly uncomfortable.		

JAL SHEY BELT

SKILLS	–	SPECIAL	–
SAVES/ RESISTANCE	Force Resist +14	BREAKDOWN COMPONENT VALUE	550
ATTRIBUTE GAIN	WIS +1		
NOTES	This belt is an improvement upon the earlier efforts by the Jal Shey to protect their women from the dark side. The Jal Shey consciousness as intellectual entity of the Force, seeking to understand it at a visceral level rather than at a spiritual one, Jal Shey are typically exceptional debaters but are less successful in physical pursuits.		

MULTISHIELD GENERATOR

SKILLS	–	SPECIAL	–
SAVES/ RESISTANCE	Immunity: 50% vs. Electrical, Fire, Ion	BREAKDOWN COMPONENT VALUE	640
ATTRIBUTE GAIN	–		
NOTES	This belt combines the functions of the electrical capacitance shield and the thermal shield generator, providing versatile protection.		

TECH SPECIALIST BELT

SKILLS	+2 Awareness, +3 Front Injury, +4 Computer Use, Demolitions, Security, +5 Repair	SPECIAL	–
SAVES/ RESISTANCE	–	BREAKDOWN COMPONENT VALUE	910
ATTRIBUTE GAIN	CHA +3, CON +1		
NOTES	This practical and unassuming belt is prized by both scoundrel-types and those desiring to create more potent upgrades. The user must have paid points into the Demolitions and Security skills to gain the respective benefits from this belt.		

ARATECH CARDIO-REGULATOR

SKILLS	–	SPECIAL	–
SAVES/ RESISTANCE	Formuda +3	BREAKDOWN COMPONENT VALUE	1,080
ATTRIBUTE GAIN	CON +3, CHA +1		
NOTES	With its improved performance and lack of negative side effects, the Aratech cardio-regulator is a favorite with more experienced mercenaries.		

GNS STRENGTH ENHANCER

SKILLS	–	SPECIAL	–
SAVES/ RESISTANCE	–	BREAKDOWN COMPONENT VALUE	1,090
ATTRIBUTE GAIN	CHA +4		
NOTES	This generator is a high-powered version of the experimental CNS strength enhancer. It emphasizes the increase in muscle performance and lacks the protective capabilities of the earlier model.		

QEL-DROMA BELT

SKILLS	–	SPECIAL	–
SAVES/ RESISTANCE	Immunity: 20% vs. Dark Side, Light Side	BREAKDOWN COMPONENT VALUE	1,180
ATTRIBUTE GAIN	CHA +1, WIS +1		

NOTES The Jal Shey family has produced many powerful Force sensitive people, such as Lady Jal Atmosi, have been a close ally of the Jedi Knights of the Force. Others, like Sky's brother Jho, have fallen prey to the temptations of the dark side.

IMMORTALITY BELT

SKILLS	–	SPECIAL	Attack Modifiers -2
SAVES/ RESISTANCE	10 vs. Bludgeoning, Energy, Piercing, Slashing	BREAKDOWN COMPONENT VALUE	1,270
ATTRIBUTE GAIN	CON +1		

NOTES This device is an enhanced version of the immunity belt. Though not actually providing immortality, this belt provides tremendous protection from most forms of attack.

JAL SHEY MENTOR BELT

SKILLS	–	SPECIAL	–
SAVES/ RESISTANCE	Force Resist +20	BREAKDOWN COMPONENT VALUE	1,450
ATTRIBUTE GAIN	WIS +1		

NOTES This belt is an improvement upon the earlier efforts by the Jal Shey to protect their minds from the dark side. The Jal Shey concentrate on intellectual study of the Force, seeking to understand it at a mental level rather than at a spiritual one. Jal Shey are typically exceptional diplomats but are less successful in physical pursuits.

STEALTH FIELD GENERATOR

SKILLS	–	SPECIAL	–
SAVES/ RESISTANCE	–	BREAKDOWN COMPONENT VALUE	9
ATTRIBUTE GAIN	–		

NOTES This device enables stealth mode, a camouflage field that hides the user. Opponents must make an Awareness check versus the Stealth of the user or remain unaware of them. The user must have paid points into the Stealth skill to use stealth mode. Combat disrupts the field, but mundane tasks do not.

ARATECH SD BELT

SKILLS	+2 Stealth	SPECIAL	–
SAVES/ RESISTANCE	Immunity: 25% vs. Sonic	BREAKDOWN COMPONENT VALUE	15
ATTRIBUTE GAIN	–		

NOTES This Aratech sound-dampening belt reduces all sound that the user might make. Opponents must make an Awareness check versus the user's Stealth skill +2 to remain unaware of them. The belt additionally helps shield the user from sonic attacks. The user must have paid points into the Stealth skill to use stealth mode. Combat disrupts the field, but mundane tasks do not.

EXCHANGE SHADOW CASTER

SKILLS	+2 Awareness, +4 Stealth	SPECIAL	–
SAVES/ RESISTANCE	–	BREAKDOWN COMPONENT VALUE	55
ATTRIBUTE GAIN	DEX +1		

NOTES This unit was developed by the Exchange as an escape tool for their members as well as others like pushers that permeate the Exchange population. It reduces the stealth mode field to better camouflage the user. Opponents must make an Awareness check versus the user's Stealth skill +4 to remain unaware of them. The belt additionally helps shield the user from sonic attacks. The user must have paid points into the Stealth skill to use stealth mode. Combat disrupts the field, but mundane tasks do not.

ERIADU STEALTH UNIT

SKILLS	+6 Stealth	SPECIAL	–
SAVES/ RESISTANCE	–	BREAKDOWN COMPONENT VALUE	145
ATTRIBUTE GAIN	DEX +2		

NOTES This sophisticated Eriadu stealth mode unit expertly camouflages the user. Opponents must make an Awareness check versus the user's Stealth skill +6 to remain unaware of them. The belt additionally helps shield the user from sonic attacks. The user must have paid points into the Stealth skill to use stealth mode. Combat disrupts the field, but mundane tasks do not.

DEFEL MIMICKER

SKILLS	+8 Stealth	SPECIAL	–
SAVES/ RESISTANCE	–	BREAKDOWN COMPONENT VALUE	730
ATTRIBUTE GAIN	DEX +3		

NOTES The Defel are a small bipedal species of mammals who hail from the planet Af'El. Because of the Sicaaro conditions on their homeworld, the Defel naturally possess an organ analogue. This device works to duplicate that effect. Opponents must make an Awareness check versus the user's Stealth skill +8 to remain unaware of them. The belt additionally helps shield the user from sonic attacks. The user must have paid points into the Stealth skill to use stealth mode. Combat disrupts the field, but mundane tasks do not.

FROZIAN SCOUT BELT

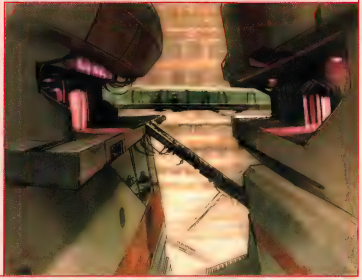
SKILLS	+3 Stealth	SPECIAL	Defense Bonus: 1
SAVES/ RESISTANCE	–	BREAKDOWN COMPONENT VALUE	820
ATTRIBUTE GAIN	DEX +3		

NOTES The Frozians are a species of large, gangly, mammalian bipeds from the harsh paradise of Vrex. They employ the Belts to help compensate for their species' clumsiness. Opponents must make an Awareness check versus the user's Stealth skill +3 to remain unaware of them. The belt additionally helps shield the user from sonic attacks. The user must have paid points into the Stealth skill to use stealth mode. Combat disrupts the field, but mundane tasks do not.

ERIADU STEALTH UNIT

SKILLS	+10 Stealth	SPECIAL	–
SAVES/ RESISTANCE	–	BREAKDOWN COMPONENT VALUE	1,340
ATTRIBUTE GAIN	DEX +6		

NOTES The echo belt is a top-of-the-line stealth device used by the wealthiest and the deadliest. Opponents must make an Awareness check versus the user's Stealth skill +6 or remain unaware of them. The belt additionally helps shield the user from sonic attacks. The user must have paid points into the Stealth skill to use stealth mode. Combat disrupts the field, but mundane tasks do not.



APPENDIX VII:
DROID PARTS AND ARMAMENTS

Droid Utility Items

DROID OPTIMIZED INTERFACE

FEATS REQUIRED	Droid Upgrade Class I	ATTRIBUTE GAIN	–
SAVES/ RESISTANCE	–	SPECIAL	–
SKILLS	+2 Computer Use	BREAKDOWN COMPONENT COST	1
BONUS FEATS	–		
NOTES	This interface is streamlined for more efficient and more effective communication with a computer mainframe.		

DROID STABILIZATION SUBROUTINE

FEATS REQUIRED	Droid Upgrade Class I	ATTRIBUTE GAIN	–
SAVES/ RESISTANCE	–	SPECIAL	–
SKILLS	+4 Demolitions	BREAKDOWN COMPONENT COST	2
BONUS FEATS	–		
NOTES	This module provides extra computing power for the droid's movement and actions, allowing it to make smoother and more stable movements. Two very handy things to have when disarming a mine.		

DROID MACHINE INTERFACE

FEATS REQUIRED	Droid Upgrade Class II	ATTRIBUTE GAIN	–
SAVES/ RESISTANCE	–	SPECIAL	–
SKILLS	+4 Repair	BREAKDOWN COMPONENT COST	3
BONUS FEATS	–		
NOTES	This interface is designed to interact with most standard types of vehicle mechanisms, and equipment, allowing vehicles and droids under its control to be used by the droid for repairs.		

DROID LOCKOUT BYPASS

FEATS REQUIRED	Droid Upgrade Class I	ATTRIBUTE GAIN	–
SAVES/ RESISTANCE	–	SPECIAL	–
SKILLS	+3 Computer Use, Security	BREAKDOWN COMPONENT COST	5
BONUS FEATS	–		
NOTES	This interface is designed to bypass most standard lockout and security measures common among semi-sentient droids.		

DROID PARABOLIC GUIDES

FEATS REQUIRED	Droid Upgrade Class III	ATTRIBUTE GAIN	–
SAVES/ RESISTANCE	–	SPECIAL	–
SKILLS	–	BREAKDOWN COMPONENT COST	10
BONUS FEATS	Weapon Focus, Proficiency: Grenades		
NOTES	These modifications tie directly into the droid's "throwing arm" and provide it with trajectory possibilities and solutions far greater than normal.		

DROID MOTIVATOR BOOSTER

FEATS REQUIRED	Droid Upgrade Class III	ATTRIBUTE GAIN	DEX +1
SAVES/ RESISTANCE	–	SPECIAL	Defense Bonus: 2
SKILLS	–	BREAKDOWN COMPONENT COST	11
BONUS FEATS	–		
NOTES	This module ties directly in with your droid's motivators, increasing their output drastically. Even the most sluggish droids will show a marked improvement.		

DROID DURABILITY UPGRADE

FEATS REQUIRED	Droid Upgrade Class II	ATTRIBUTE GAIN	CON +1
SAVES/ RESISTANCE	Fortitude +2	SPECIAL	–
SKILLS	–	BREAKDOWN COMPONENT COST	30
BONUS FEATS	–		
NOTES	This module increases the droid's survivability by creating redundant programs and upgrading the self-repair software.		

DROID AGILITY UPGRADE

FEATS REQUIRED	Droid Upgrade Class II	ATTRIBUTE GAIN	DEX +1
SAVES/ RESISTANCE	Reflex +2	SPECIAL	–
SKILLS	–	BREAKDOWN COMPONENT COST	45
BONUS FEATS	–		
NOTES	This module increases the droid's agility by creating new programs to run its motivators and computer to function time.		

DROID STRENGTH UPGRADE

FEATS REQUIRED	Droid Upgrade Class II	ATTRIBUTE GAIN	STR +1
SAVES/ RESISTANCE	Fortitude +2	SPECIAL	–
SKILLS	–	BREAKDOWN COMPONENT COST	60
BONUS FEATS	–		
NOTES	This module increases the droid's strength by removing most of the factory-installed safety servomotors put in place during its manufacture.		

DROID EXCHANGE INTERFACE

FEATS REQUIRED	Droid Upgrade Class I	ATTRIBUTE GAIN	–
SAVES/ RESISTANCE	–	SPECIAL	–
SKILLS	+3 Computer Use, +6 Security	BREAKDOWN COMPONENT COST	80
BONUS FEATS	–		
NOTES	Most droids that work for the Exchange don't always have the proper tool grades installed as part of it. This interface solves that problem—if you can find it on the black market.		

DROID REMOTE INTERFACE

FEATS REQUIRED	Droid Upgrade Class II	ATTRIBUTE GAIN	–
SAVES/ RESISTANCE	–	SPECIAL	–
SKILLS	+3 Awareness, +10 Security	BREAKDOWN COMPONENT COST	100
BONUS FEATS	–		
NOTES	This unit lets you open a wireless signal to completely bypass security hardware and access programs. This upgrade takes much of the droid's power to maintain, however, and a loss of cognitive awareness is the result.		

DROID ANATOMY UPGRADE

FEATS REQUIRED	Droid Upgrade Class II	ATTRIBUTE GAIN	–
SAVES/ RESISTANCE	–	SPECIAL	Attack Modifier +3 vs. Human
SKILLS	+5 Treat Injury	BREAKDOWN COMPONENT COST	130
BONUS FEATS	–		
NOTES	This upgrade provides the droid with numerous files and other reference material relating to the anatomy of humanoid species, giving the droid an instinctive knowledge of their strengths and weaknesses.		

DROID AUTOMATED REPAIR UPGRADE

FEATS REQUIRED	Droid Upgrade Class III	ATTRIBUTE GAIN	–
SAVES/ RESISTANCE	–	SPECIAL	Regenerate 1
SKILLS	–	BREAKDOWN COMPONENT COST	170
BONUS FEATS	Regenerate Vitality Points		
NOTES	This upgrade enhances your droid's self-diagnostics and self-repair capabilities, allowing it to source itself by scavenging parts from the environment as well as from its own nonessential systems.		

DROID SOURCE RIPPER

FEATS REQUIRED	Droid Upgrade Class III	ATTRIBUTE GAIN	–
SAVES/ RESISTANCE	–	SPECIAL	–
SKILLS	+10 Computer Use	BREAKDOWN COMPONENT COST	225
BONUS FEATS	–		
NOTES	This interface allows the droid to see the original coding used to create a computer system, thus allowing accomplished users to subvert/override even the programmers might on how it was used.		

DROID SYSTEMS UPGRADE

FEATS REQUIRED	Droid Upgrade Class III	ATTRIBUTE GAIN	CON +1, DEX +1, INT +1
SAVES/ RESISTANCE	–	SPECIAL	–
SKILLS	–	BREAKDOWN COMPONENT COST	200
BONUS FEATS	–		
NOTES	Using higher mathematics and an advanced binary language, this upgrade completely rewrites the droid's system software to be more efficient, more powerful, and much faster.		

DROID SELF-SUSTAINING UNIT

FEATS REQUIRED	–	ATTRIBUTE GAIN	Regenerate 3
SAVES/ RESISTANCE	–	SPECIAL	Useable by T3-M4
SKILLS	–	BREAKDOWN COMPONENT COST	400
BONUS FEATS	Regenerate Vitality Points		
NOTES	By reprogramming its internal systems, this upgrade takes the droid's built-in diagnostic routines to the next step: self-repair. Through several closely guarded processes, the droid can actually sustain and repair itself, regardless of availability of repair kits.		

DROID SINGULARITY PROJECTOR

FEATS REQUIRED	–	ATTRIBUTE GAIN	–
SAVES/ RESISTANCE	–	SPECIAL	Useable by GO-T0
SKILLS	+10 Stealth	BREAKDOWN COMPONENT COST	400
BONUS FEATS	Cautious, Improved, Vicious Caution		
NOTES	While it is unknown where the technology came from to create such a device on such a small scale, the outcome is well worth any possible compatibility dangers. This unit actually folds space around the droid, not only making it appear to be gone, but also actually ripping it out of normal space—the droid is gone.		

DROID STEALTH BOOSTER

FEATS REQUIRED	Droid Upgrade Class III	ATTRIBUTE GAIN	–
SAVES/ RESISTANCE	–	SPECIAL	Useable by GO-T0
SKILLS	+5 Stealth	BREAKDOWN COMPONENT COST	400
BONUS FEATS	–		
NOTES	This unit coaxes more power out of existing stealth unit circuitry, improving its effect notably.		

GO-T0 TARGETING MODULE

FEATS REQUIRED	Droid Upgrade Class III	ATTRIBUTE GAIN	–
SAVES/ RESISTANCE	–	SPECIAL	Useable by GO-T0
SKILLS	–	BREAKDOWN COMPONENT COST	400
BONUS FEATS	Power Blast, Rapid Shot, Sniper Shot, Improved Power Blast, Improved Rapid Shot, Improved Sniper Shot		
NOTES	This droid auxiliary processor provides exceptional ranged combat abilities.		

Droid Sensor Items

DROID ASSASSINATION MODULE

FEATS REQUIRED	–	ATTRIBUTE GAIN	–
SAVES/ RESISTANCE	–	SPECIAL	Useable by MK-47, Attacker Modifier +3
SKILLS	–	BREAKDOWN COMPONENT COST	300
BONUS FEATS	Precise Shot I, II, III, Targeting I, II, III		
NOTES	Not much is known about the inner workings of these modules, but one thing is for certain: they work.		

DROID OMNISCIENCE UNIT

FEATS REQUIRED	–	ATTRIBUTE GAIN	–
SAVES/ RESISTANCE	Immunity to Critical Hits	SPECIAL	Useable by GO-T0, Attacker Modifier +3
SKILLS	+10 Awareness, +5 Demolitions	BREAKDOWN COMPONENT COST	300
BONUS FEATS	–		
NOTES	This sensor array has unique technology that allows the droid to basically know what is going on around it at all times.		

DROID MOTION TRACKER

FEATS REQUIRED	Droid Upgrade Class I	ATTRIBUTE GAIN	–
SAVES/ RESISTANCE	–	SPECIAL	Attack Modifier +1
SKILLS	+2 Awareness	BREAKDOWN COMPONENT COST	1
BONUS FEATS	–		
NOTES	A droid enhancement that increases the perception and tracking of targets in motion.		

DROID SURVEILLANCE UPGRADE

FEATS REQUIRED	Droid Upgrade Class I	ATTRIBUTE GAIN	DEX +1
SAVES/ RESISTANCE	–	SPECIAL	–
SKILLS	+3 Awareness, +1 Demolitions	BREAKDOWN COMPONENT COST	2
BONUS FEATS	–		
NOTES	An upgrade designed for light scout droids and other listening means.		

DROID UPGRADE SLOT

FEATS REQUIRED	Droid Upgrade Class I	ATTRIBUTE GAIN	–
SAVES/ RESISTANCE	–	SPECIAL	–
SKILLS	–	BREAKDOWN COMPONENT COST	15
BONUS FEATS	Droid Upgrade Class II		

NOTES: This module reprograms a droid's systems to allow upgrades that normally would be too advanced for that droid to handle.

DROID REFERENCE DATABASE

FEATS REQUIRED	Droid Upgrade Class I	ATTRIBUTE GAIN	–
SAVES/ RESISTANCE	–	SPECIAL	Attack Modifier +2 vs. Droids
SKILLS	+4 Repair	BREAKDOWN COMPONENT COST	5
BONUS FEATS	–		

NOTES: This unit provides your droid with a library of schematics that it can draw on when repairing or dismantling technology.

DROID SYSTEM FORTIFICATION

FEATS REQUIRED	Droid Upgrade Class III	ATTRIBUTE GAIN	–
SAVES/ RESISTANCE	10 vs. Ion	SPECIAL	–
SKILLS	–	BREAKDOWN COMPONENT COST	10
BONUS FEATS	–		

NOTES: This module carefully maintains and regulates the circuitry of the droid, preventing minor spikes and fluctuations from causing disruptions.

DROID FIGHTING UPGRADE

FEATS REQUIRED	Droid Upgrade Class II	ATTRIBUTE GAIN	–
SAVES/ RESISTANCE	–	SPECIAL	Attack Modifier +2
SKILLS	+2 Awareness	BREAKDOWN COMPONENT COST	3
BONUS FEATS	WP Blaster Pistol, Blaster Rifle		

NOTES: This module is designed to give your droid a tactical advantage in combat by increasing its sensor range, reflexes, and logic systems.

DROID ADVANCED UPGRADE SLOT

FEATS REQUIRED	Droid Upgrade Class III	ATTRIBUTE GAIN	–
SAVES/ RESISTANCE	–	SPECIAL	–
SKILLS	–	BREAKDOWN COMPONENT COST	100
BONUS FEATS	Droid Upgrade Class III		

NOTES: This module reprograms a droid's systems to allow upgrades that normally would be too advanced for that droid to handle.

DROID PERCEPTION SENSORS

FEATS REQUIRED	Droid Upgrade Class III	ATTRIBUTE GAIN	–
SAVES/ RESISTANCE	Defense Bonus 1	SPECIAL	Attacker Modifier +2
SKILLS	+8 Awareness, +2 Demolitions	BREAKDOWN COMPONENT COST	45
BONUS FEATS	–		

NOTES: This sensor covers even the entire light spectrum and audio frequencies well beyond the range of most organic beings, making it more impossible for something to occur within the droid's perception range without it knowing about it.

DROID MEMORY UPGRADE

FEATS REQUIRED	Droid Upgrade Class I	ATTRIBUTE GAIN	INT +2
SAVES/ RESISTANCE	–	SPECIAL	–
SKILLS	+5 Computer Use	BREAKDOWN COMPONENT COST	60
BONUS FEATS	–		

NOTES: This upgrade provides extra memory banks and computing power that can be integrated seamlessly with its existing programming.

DROID WARFARE UPGRADE

FEATS REQUIRED	Droid Upgrade Class II	ATTRIBUTE GAIN	DEX +2
SAVES/ RESISTANCE	–	SPECIAL	Attack Modifier +3
SKILLS	–	BREAKDOWN COMPONENT COST	80
BONUS FEATS	Weapon Proficiency, Focus; Specialization: Blaster Pistol, Blaster Rifle		

NOTES: A highly intensive module with near unlimited learning capacity and highly modifiable software. A unit's characteristics in training, these modules were designed to create combat generals, battlemen, and assassins or as long as it takes to make.

DROID BATTLE UPGRADE

FEATS REQUIRED	–	ATTRIBUTE GAIN	DEX +1
SAVES/ RESISTANCE	–	SPECIAL	Attack Modifier +3
SKILLS	–	BREAKDOWN COMPONENT COST	90
BONUS FEATS	Weapon Proficiency, Focus; Blaster Pistol, Blaster Rifle		

NOTES: This module is a step up from the droid fighting upgrade and provides your droid with a library of countless tactical engagements to draw upon for reference.

ENHANCEMENT: RAPID SHOT

FEATS REQUIRED	Droid Upgrade Class II	ATTRIBUTE GAIN	–
SAVES/ RESISTANCE	–	SPECIAL	–
SKILLS	–	BREAKDOWN COMPONENT COST	130
BONUS FEATS	Improved, Master Rapid Shot, Rapid Shot		

NOTES: These upgrades offer powerful new tactics to be hardwired directly into your droid's combat algorithms.

ENHANCEMENT: SNIPER SHOT

FEATS REQUIRED	Droid Upgrade Class II	ATTRIBUTE GAIN	–
SAVES/ RESISTANCE	–	SPECIAL	–
SKILLS	–	BREAKDOWN COMPONENT COST	170
BONUS FEATS	Improved Sniper Shot, Master Sniper Shot		

NOTES: These upgrades offer powerful new tactics to be hardwired directly into your droid's combat algorithms.

ENHANCEMENT: POWER BLAST

FEATS REQUIRED	Droid Upgrade Class II	ATTRIBUTE GAIN	–
SAVES/ RESISTANCE	–	SPECIAL	–
SKILLS	–	BREAKDOWN COMPONENT COST	225
BONUS FEATS	Power Blast, Improved Power Blast, Master Power Blast		

NOTES: These upgrades offer powerful new tactics to be hardwired directly into your droid's combat algorithms.

DROID MICRO-OPTICS

FEATS REQUIRED	Droid Upgrade Class III	ATTRIBUTE GAIN	–
SAVES/ RESISTANCE	–	SPECIAL	–
SKILLS	+10 Demolitions	BREAKDOWN COMPONENT COST	290
BONUS FEATS	Improved Caution, Master Caution		

NOTES: This sensor array includes several optical sensors that can see changes in substances at the molecular level, allowing the droid to more accurately identify hazardous materials.

Droid Special Weapons

Using these items consumes one charge. These items are automatically discarded after all available charges are consumed. Items that have charges do not stack in inventory.

BLOWTORCH

FEATS REQUIRED	Droid Upgrade Class I	SAVE	DC 15, Half Damage
USES	10/10	RANGE	Short
DAMAGE	6, Heat	BREAKDOWN COMPONENT COST	5
ON HIT	–		
NOTES			

ADVANCED BLOWTORCH

FEATS REQUIRED	Droid Upgrade Class I	SAVE	DC 15, Half Damage
USES	10/10	RANGE	Short
DAMAGE	12, Heat	BREAKDOWN COMPONENT COST	10
ON HIT	–		
NOTES			

DROID CARBONITE PROJECTOR

FEATS REQUIRED	Droid Upgrade Class II	SAVE	DC 15, Half Damage, Paralyze Reduced to 3 Seconds
USES	10/10	RANGE	Medium
DAMAGE	20, Cold	BREAKDOWN COMPONENT COST	45
ON HIT	Paralyze, 100% for 9 Seconds		
NOTES			

DROID ADVANCED CARBONITE PROJECTOR

FEATS REQUIRED	Droid Upgrade Class III	SAVE	DC 20, Half Damage, Paralyze Reduced to 9 Seconds
USES	10/10	RANGE	Medium
DAMAGE	40, Cold	BREAKDOWN COMPONENT COST	100
ON HIT	Paralyze, 100% for 15 Seconds		
NOTES			

DROID BIO-ASSAULT SPRAY

FEATS REQUIRED	Droid Upgrade Class III	SAVE	DC 22, 1/2 Negate Slow
USES	–	RANGE	Short
DAMAGE	2–20, Acid	BREAKDOWN COMPONENT COST	80
ON HIT	Poisoned, Virulent		
NOTES			

DROID CHARGE ARM

FEATS REQUIRED	Droid Upgrade Class I	SAVE	DC 10, Negate Slow
USES	–	RANGE	Short
DAMAGE	–	BREAKDOWN COMPONENT COST	1
ON HIT	Stunned, 25% for 6 Seconds		
NOTES			

DROID FLAMETHROWER

FEATS REQUIRED	Droid Upgrade Class I	SAVE	–
USES	–	RANGE	Short
DAMAGE	1–10, Fire	BREAKDOWN COMPONENT COST	5
ON HIT	–		
NOTES			

DROID ION STRIKER

FEATS REQUIRED	Droid Upgrade Class II	SAVE	–
USES	–	RANGE	Short
DAMAGE	2–20, Ion	BREAKDOWN COMPONENT COST	22
ON HIT	–		
NOTES			

DROID MAGMA EJECTOR

FEATS REQUIRED	Droid Upgrade Class II	SAVE	–
USES		RANGE	Short
DAMAGE	2–20, Fire	BREAKDOWN COMPONENT COST	30
ON HIT	–		
NOTES			

DROID MULTI-SPECTRAL EMITTER

FEATS REQUIRED	Droid Upgrade Class III	SAVE	–
USES	–	RANGE	Short
DAMAGE	2–12 Electrical, Energy, Ion	BREAKDOWN COMPONENT COST	
ON HIT			
NOTES			

DROID NEURAL PACIFIER

FEATS REQUIRED	Droid Upgrade Class I	SAVE	DC 10, Negate
USES		RANGE	Short
DAMAGE	Attribute: 1–4 DEX	BREAKDOWN COMPONENT COST	3
ON HIT			
NOTES			

DROID NEURAL SCRAMBLER

FEATS REQUIRED	Droid Upgrade Class II	SAVE	–
USES		RANGE	Short
DAMAGE	Attribute: 1–6 DEX	BREAKDOWN COMPONENT COST	15
ON HIT	Slowed 50% for 12 Seconds; DC 18, Stunned, 25% for 12 Seconds, DC 14		
NOTES			

DROID PLASMA THROWER

FEATS REQUIRED	Droid Upgrade Class III	SAVE	–
USES	–	RANGE	Short
DAMAGE	5-20 Fire, 7-20 Energy	BREAKDOWN COMPONENT COST	60
ON HIT	–		
NOTES	Ionized gas is pumped though this upgrade and burns through most known metals in seconds. It is designed for rescue droids who sometimes need to make holes in starships' heavily armored hulls.		

DROID SCRAMBLER MARK I

FEATS REQUIRED	Droid Upgrade Class I	SAVE	–
USES	–	RANGE	Short
DAMAGE	1–8 Ion vs. Droid	BREAKDOWN COMPONENT COST	130
ON HIT	DC10 Save or Be Destroyed		
NOTES	The "scrambler" was developed by Arakeck and marketed toward customers who were tired with massive droid armies. Sending a pulse of highly charged ions, this weapon destroys the electronics of opposing droids.		

DROID SCRAMBLER MARK II

FEATS REQUIRED	Droid Upgrade Class II	SAVE	–
USES	–	RANGE	Short
DAMAGE	1–12 Ion vs. Droid	BREAKDOWN COMPONENT COST	170
ON HIT	DC14 Save or Be Destroyed		
NOTES	The mark II is a more powerful version of the mark I, delivering a stronger beam of ionized ionic energy directly into the victim's circuits.		

DROID SCRAMBLER MARK III

FEATS REQUIRED	Droid Upgrade Class III	SAVE	–
USES	–	RANGE	Short
DAMAGE	2–20 Ion vs. Droid	BREAKDOWN COMPONENT COST	225
ON HIT	DC18 Save or Be Destroyed		
NOTES	The mark III is an impressive upgrades to the mark II and is the most feared weapon by droid army commanders.		

DROID SHOCK ARM

FEATS REQUIRED	Droid Upgrade Class I	SAVE	Fortitude DC 5 + Attacker's level for Half Damage
USES	12,444 only	RANGE	Short
DAMAGE	Special (1 d, 10–60), Electrical	BREAKDOWN COMPONENT COST	–
ON HIT	–		
NOTES	This unit is a popular upgrade for utility droids in that it is well hidden among the droid's other tools and delivers quite a jolt to the unsuspecting victim. The victim suffers 1–6 points of damage for each of the attacking droid's levels, to a maximum of 10 levels (10–60 points).		

DROID TOXIN EMITTER

FEATS REQUIRED	Droid Upgrade Class II	SAVE	DC 10 to Negate Each
USES	–	RANGE	Short
DAMAGE	–	BREAKDOWN COMPONENT COST	7
ON HIT	Paralyzed 25% for 6 Seconds. Poisoned, Mild Weakness		
NOTES	This small emitter fits inside a droid's plating and when activated, releases a small cloud of toxic gas.		

FIRE SUPPRESSION SYSTEM

FEATS REQUIRED	Droid Upgrade Class I	SAVE	DC 15 for Half Damage and Ignore Paralyze Effect
USES	10/10	RANGE	Short
DAMAGE	1–10, Cold	BREAKDOWN COMPONENT COST	7
ON HIT	Paralyze, 25% for 6 Seconds		
NOTES	This item uses a high-pressure agent to douse flames and cool critically overheating systems. The agent is comprised of two actionally occurring gases and a synthetic compound similar to those used to exclusively freon, producing a chemical stream cold enough to be used as an improvised weapon.		

Droid Plating

IMPACT ARMOR ITEMS

Impact armor is designed to help absorb some of the wear and tear droids can take in an active workplace and save the chassis from major damage.

DROID IMPACT ARMOR MARK I

FEATS REQUIRED	Droid Upgrade Class I	ATTRIBUTE GAIN	–
DEFENSE BONUS	3	BREAKDOWN COMPONENT COST	3
SAVES/ RESISTANCE	–		
NOTES	Little more than a dust cover for the internal components of droids, mark I is as light as they come.		

DROID IMPACT ARMOR MARK II

FEATS REQUIRED	Droid Upgrade Class II	ATTRIBUTE GAIN	–
DEFENSE BONUS	4	BREAKDOWN COMPONENT COST	22
SAVES/ RESISTANCE	–		
NOTES	The mark II in the series to be seriously considered armor, the mark II provides a heavy, protective covering.		

DROID IMPACT ARMOR MARK III

FEATS REQUIRED	Droid Upgrade Class III	ATTRIBUTE GAIN	–
DEFENSE BONUS	5	BREAKDOWN COMPONENT COST	82
SAVES/ RESISTANCE	–		
NOTES	Mark III provides the most protection available for nonmilitary droids and increases their survivability in hostile situations.		

DROID AGRINIUM ARMOR

FEATS REQUIRED	Droid Upgrade Class I	ATTRIBUTE GAIN	–
DEFENSE BONUS	3	BREAKDOWN COMPONENT COST	352
SAVES/ RESISTANCE	Immunity 75% vs. Electrical, Energy, Fire		
NOTES	Agrinium is used to create solar sails and is highly resilient to all forms of explosive. Applied to droid armor, it resists all highly effective known energy forms of damage. This armor is used on light-scale repair droids that maintain the sails on deep space sail ships.		

MODULAR PLATING ITEMS

Modular plating was designed as a lightweight yet durable substitute for heavier, more cumbersome armor.

DROID MODULAR PLATING MARK I

FEATS REQUIRED	Droid Upgrade Class I	ATTRIBUTE GAIN	–
DEFENSE BONUS	4	BREAKDOWN COMPONENT COST	7
SAVES/ RESISTANCE	–		
NOTES	The mark I series is used primarily on droids to diplomatic situations where discretion is more important than defense.		

DROID MODULAR PLATING MARK II

FEATS REQUIRED	Droid Upgrade Class II	ATTRIBUTE GAIN	–
DEFENSE BONUS	5	BREAKDOWN COMPONENT COST	127
SAVES/ RESISTANCE	–		
NOTES	The mark II has become the standard, given its high protection vs. weight ratio and it is used in almost every Droid army.		

DROID MODULAR PLATING MARK III

FEATS REQUIRED	Droid Upgrade Class III	ATTRIBUTE GAIN	–
DEFENSE BONUS	6	BREAKDOWN COMPONENT COST	217
SAVES/ RESISTANCE	–		
NOTES	The mark III is the pinnacle of lightweight, high-impact protection using exotic materials and highly detailed manufacturing techniques.		

DROID QUADRANIUM ARMOR

FEATS REQUIRED	Droid Upgrade Class III	ATTRIBUTE GAIN	–
DEFENSE BONUS	4	BREAKDOWN COMPONENT COST	925
SAVES/ RESISTANCE	Immunity 25% vs. Electrical, Energy, Fire, Sonic		
NOTES	Quadranium is an incredibly strong element used in the manufacture of warship hull plates. It was first applied to droid armor by Admiral Ackbar during the development of droids that could be sent to close combat engagements and hull breaks without sustaining any damage.		

DROID CAPACITOR ARMOR

FEATS REQUIRED	Blaster Rifle 4[illegible]	ATTRIBUTE GAIN	–
DEFENSE BONUS	13	BREAKDOWN COMPONENT COST	2[illegible]6
SAVES/ RESISTANCE	Immunity 15% vs. Electrical, Energy, Ion		
NOTES	Based on an inverse architecture of energized armor, capacitor armor actually absorbs incoming energy and converts it into usable power for the droid's internal power source. The rest of the energy is dissipated harmlessly into the environment around the droid.		

DURASTEEL PLATING ITEMS

Originally used on starship hulls, durasteel is the most cost-effective way to prevent the destruction of your droids.

DROID DURASTEEL PLATING MARK I

FEATS REQUIRED	Droid Upgrade Class I	ATTRIBUTE GAIN	–
DEFENSE BONUS	8	BREAKDOWN COMPONENT COST	52
SAVES/ RESISTANCE	–		
NOTES	The mark I uses an alloy blend that cuts the weight but at a cost to the durability.		

DROID DURASTEEL PLATING MARK II

FEATS REQUIRED	Droid Upgrade Class II	ATTRIBUTE GAIN	–
DEFENSE BONUS	10	BREAKDOWN COMPONENT COST	570
SAVES/ RESISTANCE	–		
NOTES	The mark II is the standard heavy armor used in large military units and vehicles.		

DROID DURASTEEL PLATING MARK III

FEATS REQUIRED	Droid Upgrade Class III	ATTRIBUTE GAIN	–
DEFENSE BONUS	12	BREAKDOWN COMPONENT COST	1,095
SAVES/ RESISTANCE	–		
NOTES	The mark III is the heaviest mass-produced armor available on the open market.		

DROID DIATIUM PLATING

FEATS REQUIRED	Droid Upgrade Class 3	ATTRIBUTE GAIN	DEX -2
DEFENSE BONUS	13	BREAKDOWN COMPONENT COST	1,186
SAVES/ RESISTANCE	Immunity 90% vs. Bludgeoning, Piercing, Slashing		
NOTES	Diatium is used in the construction of armor sheets that protect vital military installations and assassins' hull on a close proximity de[illegible] Diatium is extremely heavy and expensive to forge and weld, so small tanks, and a few rare or elaborate droid armors are known to have actually been made.		

ENERGIZED ARMOR ITEMS

Energized armor draws on the droid's power source and applies a current through a specially designed matrix on the armor. This energy matrix binds the molecules of the armor together to create a nearly impenetrable physical barrier. Extremely difficult to manufacture, energized armor takes years to produce, thus making this the most expensive droid armor on the open market.

DROID ENERGIZED ARMOR MARK I

FEATS REQUIRED	Droid Upgrade Class I	ATTRIBUTE GAIN	–
DEFENSE BONUS	14	BREAKDOWN COMPONENT COST	1,975
SAVES/ RESISTANCE	Fortitude +5		

DROID ENERGIZED ARMOR MARK II

FEATS REQUIRED	Droid Upgrade Class II	ATTRIBUTE GAIN	–
DEFENSE BONUS	14	BREAKDOWN COMPONENT COST	1,387
SAVES/ RESISTANCE	5% vs. Bludgeoning, Piercing, Slashing, Fortitude +5		

DROID ENERGIZED ARMOR MARK III

FEATS REQUIRED	Droid Upgrade Class II	ATTRIBUTE GAIN	–
DEFENSE BONUS	14	BREAKDOWN COMPONENT COST	1,487
SAVES/ RESISTANCE	90% vs. Bludgeoning, Piercing, Slashing, Fortitude +5		

Droid Shields

DROID DEFENSE BARRIER

FEATS REQUIRED	Droid Upgrade Class I	DURATION	200 Seconds or Max Damage Taken
USES	10/10	RANGE	–
ABSORBS	Energy, Sonic, Cold, Heat, Ion 60 Points Total	BREAKDOWN COMPONENT COST	–
NOTES	The Droid Defense Barrier is the standard for what an droid armor, providing decent protection at a reasonable cost to the user.		

DROID DEFLECTOR MARK I

FEATS REQUIRED	Droid Upgrade Class I	DURATION	200 Seconds or Max Damage Taken
USES	10/10	RANGE	–
ABSORBS	Energy, Electrical, Ion 50 Points Total	BREAKDOWN COMPONENT COST	1
NOTES	Deflectors provide limited protection against all types of energy. Mark I shields are used primarily by personnel trying to protect their droid from the particular radiation they come into contact with while working on site's base.		

DROID DEFLECTOR MARK II

FEATS REQUIRED	Droid Upgrade Class II	DURATION	200 Seconds or Max Damage Taken
USES	10/10	RANGE	–
ABSORBS	Energy, Electrical, Ion 70 Points Total	BREAKDOWN COMPONENT COST	2
NOTES	Deflectors provide limited protection against all types of energy. Mark II are more robust than the Mark I, allowing a droid to stay exposed to lasers more when working close to them.		

DROID DEFLECTOR MARK III

FEATS REQUIRED	Droid Upgrade Class III	DURATION	200 Seconds or Max Damage Taken
USES	10/10	RANGE	–
ABSORBS	Energy, Electrical, Ion 100 Points Total	BREAKDOWN COMPONENT COST	10
NOTES	Deflectors provide limited protection against all types of energy. The Mark III is the most cost efficient of the heavy droid shielding currently protecting droids' production from financial misery.		

DROID ENERGY COLLECTOR

FEATS REQUIRED	Droid Upgrade Class I	DURATION	200 Seconds or Max Damage Taken
USES	10/10	RANGE	–
ABSORBS	Energy, Sonic, Cold, Heat, Ion 80 Points Total	BREAKDOWN COMPONENT COST	5
NOTES	Originally designed to resist the harsh conditions of factory floors, these shields operate in stand with laser protection against a broad array of effect. The power source is superlinear Gamma, and they must be serviced regularly.		

DROID RENEWABLE SHIELD

FEATS REQUIRED	Droid Upgrade Class III	DURATION	200 Seconds or Max Damage Taken
USES	Unlimited	RANGE	Usable by TS-M4
ABSORBS	Energy, Sonic, Cold, Heat, Ion 80 Points Total	BREAKDOWN COMPONENT COST	10
NOTES	Through a complex ambient energy collection system, these shields can be maintained and renewed without the replacement of the unit, allowing for this shield to be raised and lowered nearly an infinite amount of times.		

DROID UNITY GRID MARK I

FEATS REQUIRED	Droid Upgrade Class I	DURATION	200 Seconds or Max Damage Taken
USES	10/10	RANGE	–
ABSORBS	Energy, Sonic, Cold, Heat, Ion 110 Points Total	BREAKDOWN COMPONENT COST	67
NOTES	The shielding emanates grid lines between nearby droids and then unifies them into a single shield, greatly increasing its absorption capacity as a result.		

APPENDIX VIII:
MEDICAL ITEMS, STIMULANTS, AND MISCELLANY

Medical Items

MEDPAC

USES	Single	BREAKDOWN COMPONENT COST	20
CREATABLE	Yes (Treat Injury 1)		
NOTES	A medpac contains essential equipment for the treatment of wounds. The contents may be used by droids. Basic medpacs treat 10 wounds points. • +15% modifier • uses 1 skill in Treat Injury.		

ADVANCED MEDPAC

USES	Single	BREAKDOWN COMPONENT COST	40
CREATABLE	Yes (Treat Injury 10)		
NOTES	An advanced medpac contains an improved array of equipment for the treatment of wounds. They cannot be used by droids. Advanced medpacs treat 20 wounds points. • +10% modifier • 2x user's skill in Treat Injury.		

LIFE SUPPORT PACK

USES	Single	BREAKDOWN COMPONENT COST	75
CREATABLE	Yes (Treat Injury 20)		
NOTES	A life support pack contains dermal regenerators and other equipment for the treatment of wounds. They cannot be used by droids. Life support packs heal 30 vitality points + WIS modifier + 3x user's skill in Treat Injury.		

ANTIDOTE KIT

USES	Single	BREAKDOWN COMPONENT COST	20
CREATABLE	Yes (Treat Injury 5)		
NOTES	This kit contains wide spectrum antidote hypospray injectors designed to neutralize all known poisons. Lowered attribute scores are restored to normal and physical damage is healed. Damage already suffered must still be healed by other means.		

Stimulants

ADRENAL STRENGTH

USES	Single	SPECIAL	–
ATTRIBUTE BAINS	STR +4	CREATABLE	Yes (Treat Injury 3)
DURATION	120 Seconds	BREAKDOWN COMPONENT COST	25
NOTES	A shot of this enhancer provides a temporary boost in the strength of the user. The effect wears off after a short time, and side effects are considered minimal. Stim bonuses that affect the same statistic do not stack.		

HYPER-ADRENAL STRENGTH

USES	Single	SPECIAL	–
ATTRIBUTE BAINS	STR +6	CREATABLE	Yes (Treat Injury 15)
DURATION	120 Seconds	BREAKDOWN COMPONENT COST	50
NOTES	More effective than the basic model, this stim uses a risky cocktail of chemicals to boost the strength of the user. Stim bonuses that affect the same statistic do not stack.		

ADRENAL ALACRITY

USES	Single	SPECIAL	Movement +20%
ATTRIBUTE BAINS	DEX +4	CREATABLE	Yes (Treat Injury 6)
DURATION	120 Seconds	BREAKDOWN COMPONENT COST	25
NOTES	A shot of this enhancer provides a temporary boost in the dexterity of the user. The effect wears off after a short time, and side effects are considered minimal. Stim bonuses that affect the same statistic do not stack.		

HYPER-ADRENAL ALACRITY

USES	Single	SPECIAL	Movement +30%
ATTRIBUTE BAINS	DEX +6	CREATABLE	Yes (Treat Injury 18)
DURATION	120 Seconds	BREAKDOWN COMPONENT COST	50
NOTES	This model of alacrity stim uses a very powerful mixture of chemicals to produce an incredible increase in the dexterity of the user. Stim bonuses that affect the same statistic do not stack.		

ADRENAL STAMINA

USES	Single	SPECIAL	–
ATTRIBUTE BAINS	CON +4	CREATABLE	Yes (Treat Injury 9)
DURATION	120 Seconds	BREAKDOWN COMPONENT COST	25
NOTES	A shot of this enhancer provides a temporary boost in the constitution of the user. The effect wears off after a short time, and side effects are considered minimal. Stim bonuses that affect the same statistic do not stack.		

HYPER-ADRENAL STAMINA

USES	Single	SPECIAL	–
ATTRIBUTE BAINS	CON +6	CREATABLE	Yes (Treat Injury 21)
DURATION	120 Seconds	BREAKDOWN COMPONENT COST	50
NOTES	Shelling the user against pain, this stim provides a very large boost in constitution. Stim bonuses that affect the same statistic do not stack.		

BATTLE STIMULANT

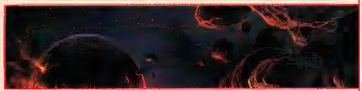
USES	Single	SPECIAL	Bonus Vitality Max +8 Points, Attack +1, Damage +1
ATTRIBUTE BAINS	–		
DURATION	120 Seconds	CREATABLE	Yes (Treat Injury 12)
		BREAKDOWN COMPONENT COST	50
NOTES	This stimulant enables the user to better tolerate damage and focuses the mind on the fight, improving the ability to hit. The effect wears off after a short time. Stim bonuses that affect the same statistic do not stack.		

HYPER-BATTLE STIMULANT

USES	Single	SPECIAL	Bonus Vitality Max +16 Points, Attack +2, Damage +2
ATTRIBUTE BAINS	–		
DURATION	120 Seconds	CREATABLE	Yes (Treat Injury 23)
		BREAKDOWN COMPONENT COST	100
NOTES	This stim removes all distractions allowing the user to focus purely on the battle. The user is super charged, to the point of hate. Stim bonuses that affect the same statistic do not stack.		

ECHANI BATTLE STIMULANT

USES	Single	SPECIAL	Bonus Vitality Max +25 Points, Attack +3, Damage +3
ATTRIBUTE BAINS	–		
DURATION	120 Seconds	CREATABLE	Yes (Treat Injury 30)
		BREAKDOWN COMPONENT COST	150
NOTES	This stimulant produces a chemical cocktail that sends a boost of adrenaline through the body, focusing the mind and bolstering the user's tolerance for damage. Stim bonuses that affect the same statistic do not stack.		



Miscellaneous Items

DATAPAD

SPECIAL	–	BREAKDOWN COMPONENT VALUE	–
NOTES	Basic storage devices like these are common, though they may vary in quality depending on what features are included.		

SECURITY TUNNELER

SPECIAL	–	BREAKDOWN COMPONENT VALUE	5
CREATABLE	Yes (Security 5)		
NOTES	This modified Alarm improves the user's ability to bypass security systems, creating electronic interference in the locking mechanisms of doors and containers. The item can easily be used if one possess the Security skill.		

COMPUTER SPIKE

SPECIAL	–	BREAKDOWN COMPONENT VALUE	12
CREATABLE	Yes (Computer Use 5)		
NOTES	Basic items: allow a user to slice computer programs, assaulting systems with spoofing data to overwhelm security measures. They are common items. A high Computer Use skill reduces the number of spikes required for any given task.		

PARTS

SPECIAL	–	BREAKDOWN COMPONENT VALUE	10
CREATABLE	Yes (Repair 5)		
NOTES	Parts is a disassemble package of universally adaptable parts, designed for characters using the Repair skill on machines. Each pack is a one use item. A high Repair skill reduces the number of parts required for any given task.		

ASSEMBLER TRANSISTOR

SPECIAL	Upgrade Item, Melee	BREAKDOWN COMPONENT VALUE	7
NOTES	A small thin circuit stabilizer and amplifier, allowing it to hit and damage better and possibly gain other effects. The modifications require a workbench with adequate tools and a weapon of high quality marked as upgradeable.		

BROKEN ITEM

SPECIAL	–	BREAKDOWN COMPONENT VALUE	1
NOTES	This might once have been used as components or chemicals but now is almost worthless. Binding ointments may sometimes damage fragile wounds.		

DURASTEEL BONDING ALLOY

SPECIAL	Upgrade Item, Melee	BREAKDOWN COMPONENT VALUE	5
NOTES	Application of this alloy can strengthen a melee weapon, increasing damage and possibly resistance to damage. The modifications require a workbench with adequate tools and a weapon of high quality marked as upgradeable.		

ENERGY PROJECTOR

SPECIAL	Upgrade Item, Melee	BREAKDOWN COMPONENT VALUE	7
NOTES	This modular projector can cause a melee weapon to do additional energy based damage. The modifications require a workbench with adequate tools and a weapon of high quality marked as upgradeable.		

HK CHASSIS

SPECIAL	–	BREAKDOWN COMPONENT VALUE	–
NOTES	This chassis for this HK unit looks like it is missing except for some unidentifiable blaster scoring to the chest region, where the central chassis should be.		

HK CONTROL CLUSTER

SPECIAL	–	BREAKDOWN COMPONENT VALUE	–
NOTES	This control cluster looks like it was ripped by blaster fire, but it seems that the electrical shell surrounding both it wasn't damaged by the damage.		

HK DROID PROCESSOR

SPECIAL	–	BREAKDOWN COMPONENT VALUE	–
NOTES	This item looks like a digitally encoded processor for an HK unit		

HK PROTOCOL PACIFIST PACKAGE

SPECIAL	–	BREAKDOWN COMPONENT VALUE	–
NOTES	This upgrade looks like it is designed to be mounted into a droid's behavior core.		

HK VOCABULATOR

SPECIAL	–	BREAKDOWN COMPONENT VALUE	–
NOTES	This device allows a droid to speak and communicate with others.		

HAIR TRIGGER

SPECIAL	Upgrade Item, Ranged	BREAKDOWN COMPONENT VALUE	7
NOTES	This item increases the firing mechanism of certain blaster types, increasing the ability of a skilled user to fire rapidly. The modifications require a workbench with adequate tools and a weapon of high quality marked as upgradeable.		

LIGHTSABER EMITTER FIXTURE

SPECIAL	–	BREAKDOWN COMPONENT VALUE	–
NOTES	The emitter is one of three components needed to construct a lightsaber. This basic fixture can later be enhanced with an emitter upgrade.		

LIGHTSABER ENERGY CELL FIXTURE

SPECIAL	–	BREAKDOWN COMPONENT VALUE	–
NOTES	The energy cell is one of three components needed to construct a lightsaber. This basic fixture can later be enhanced with an energy cell upgrade.		

LIGHTSABER FOCUSING LENS FIXTURE

SPECIAL	–	BREAKDOWN COMPONENT VALUE	–
NOTES	The focusing lens is one of three components needed to construct a lightsaber. This basic fixture can later be enhanced with a lens upgrade.		

AESTHETIC ITEM

SPECIAL	–	BREAKDOWN COMPONENT VALUE	1
NOTES	There are a number of armor items in the universe. Few have any added use.		

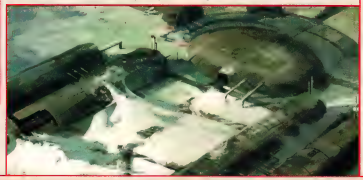
PAZAAK DECK

SPECIAL	–	BREAKDOWN COMPONENT VALUE	–
NOTES	This is a standard Pazaak deck, containing side deck cards.		

PAZAAK SIDE DECK1

SPECIAL	–	BREAKDOWN COMPONENT VALUE	–
NOTES	Pazaak requires both a main deck and a side deck. You can store all your side deck cards here and bring them out when you start a game.		

There are numerous walkthrough items to accrue during your adventures across the galaxy. Refer to the walkthrough chapters of this guide for their location information.



APPENDIX IX:
FEATS

ARMOR PROFICIENCY

ARMOR PROFICIENCY: LIGHT

PREREQUISITE: Level 1

This feat allows you to wear light armor.

ARMOR PROFICIENCY: MEDIUM

PREREQUISITE: Armor Proficiency: Light

This feat allows you to wear medium armor.

ARMOR PROFICIENCY: HEAVY

PREREQUISITE: Armor Proficiency: Medium

This feat allows you to wear heavy armor.

ASSASSIN PROTOCOL

ASSASSIN PROTOCOL I

PREREQUISITE: HK-47 Level 1

There is a 20 percent chance of extra damage on a critical hit. Extra damage = 1/4 of the remaining life of the target. A successful Fortitude Save vs. DC = 10 + HK's level will cancel out the extra damage.

MODIFIED ASSASSIN PROTOCOLS

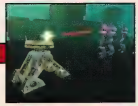
PREREQUISITE: HK-47 Level 11

There is a 20 percent chance of extra damage on a critical hit. Extra damage = 1/3 of the remaining life of the target. A successful Fortitude Save vs. DC = 10 + HK's level will cancel out the extra damage.

INTEGRATED ASSASSIN PROTOCOLS

PREREQUISITE: HK-47 Level 17

There is a 20 percent chance of extra damage on a critical hit. Extra damage = 1/2 of the remaining life of the target. A successful Fortitude Save vs. DC = 10 + HK's level will cancel out the extra damage.



BLASTER INTEGRATION

PREREQUISITE: Expert Droids

This feat allows T3-M4 and G0-T0 to equip blaster pistols.

BAO-DUR STRIKES

SHIELD BREAKER

PREREQUISITE: Bao-Dur Level 1

Using this Strike causes the targeted opponent's shield to stop protecting them.

REPULSOR STRIKE

PREREQUISITE: Bao-Dur Level 7

This strike does an extra 1–6 Electric damage.

The extra 1–6 damage stacks with the other unarmed damage. 5 percent chance of being Slowed for two rounds if target fails a Fortitude Save. DC = 10 + Bao-Dur's level.

ELECTRICAL STRIKE

PREREQUISITE: Bao-Dur Level 13

This Strike does an extra 2–12 Electric damage.

The extra 2–12 damage stacks with the other unarmed damage. 7 percent chance of being Slowed for two rounds if target fails a Fortitude Save. DC = 10 + Bao-Dur's level.

GRAVITONIC STRIKE

PREREQUISITE: Bao-Dur Level 19

This Strike does an extra 3–18 Electric damage.

The extra 3–18 damage stacks with the other unarmed damage. 10 percent chance of being Slowed for two rounds if target fails a Fortitude Save. DC = 10 + Bao-Dur's level.

CAUTION

CAUTION

PREREQUISITE: Level 1

This feat gives a +1 bonus to Demolitions and a +1 bonus to Stealth.

IMPROVED CAUTION

PREREQUISITE: Level 4 Caution

This feat gives a +2 bonus to Demolitions and a +2 bonus to Stealth.

MASTER CAUTION

PREREQUISITE: Level 8 Improved Caution

This feat gives a +3 bonus to Demolitions and a +3 bonus to Stealth.

CLASS SKILLS

COMPUTER USE

PREREQUISITE: Computer Use Is a Cross Class Skill

This feat makes Computer Use a Class skill.

DEMOLITIONS

PREREQUISITE: Demolitions Is a Cross Class skill

This feat makes Demolitions a Class skill.

STEALTH

PREREQUISITE: Stealth Is a Cross Class Skill

This feat makes Stealth a Class skill.

AWARENESS

PREREQUISITE: Awareness Is a Cross Class Skill

This feat makes Awareness a Class skill.

REPAIR

PREREQUISITE: Repair Is a Cross Class Skill

This feat makes Repair a Class skill.

SECURITY

PREREQUISITE: Security Is a Cross Class Skill

This feat makes Security a Class skill.

TREAT INJURY

PREREQUISITE: Treat Injury Is a Cross Class Skill

This feat makes Treat Injury a Class skill.

CLOSE COMBAT

CLOSE COMBAT

PREREQUISITE: Level 4

When in melee combat with a ranged weapon, you take a -4 to defense instead of -6, and you gain a +1 to hit.

IMPROVED CLOSE COMBAT

PREREQUISITE: Level 8

When in melee combat with a ranged weapon, you take a -2 to defense instead of -6, and you gain a +2 to hit. This feat replaces Close Combat.

CONDITIONING

CONDITIONING

PREREQUISITE: Level 1

This feat gives a +1 bonus to the character's Fortitude Saving Throw, Reflex Saving Throw, and Will Saving Throw.

IMPROVED CONDITIONING

PREREQUISITE: Level 4 Conditioning

This feat gives a +2 bonus to the character's Fortitude Saving Throw, Reflex Saving Throw, and Will Saving Throw.

MASTER CONDITIONING

PREREQUISITE: Level 8 Improved Conditioning

This feat gives a +3 bonus to the character's Fortitude Saving Throw, Reflex Saving Throw, and Will Saving Throw.

CRITICAL STRIKE

CRITICAL STRIKE

PREREQUISITE: Level 1

This feat can only be done with melee weapons. When used, the character's threat range is doubled. If the opponent fails a Fortitude Save, they are stunned for 6 seconds. DC = character level + strength modifier. While this feat is being used, and for 3 seconds afterward, the player's defense is reduced by -5.

IMPROVED CRITICAL STRIKE

PREREQUISITE: Level 4 Critical Strike

This feat can only be done with melee weapons. When used, the character's threat range is tripled. If the opponent fails a Fortitude Save, they are stunned for 6 seconds. DC = character level + strength modifier. While this feat is being used, and for 3 seconds afterward, the player's defense is reduced by -5.

MASTER CRITICAL STRIKE

PREREQUISITE: Level 8 Improved Critical Strike

This feat can only be done with melee weapons. When used, the character's threat range is quadrupled. If the opponent fails a Fortitude Save, they are stunned for 6 seconds. DC = character level + strength modifier. While this feat is being used, and for 3 seconds afterward, the player's defense is reduced by -5.

DARK SIDE CORRUPTION

PREREQUISITE: Sith Lord

Turns some party members further to the dark side or light side.

DEFLECT

PREREQUISITE: Jedi Weapon Master

This feat only works if the Jedi Weapon Master has a lightsaber equipped.

Jedi Weapon Master gains (new stat replaces previous stat):

- +1 to deflect blaster bolts at Level 1.
- +2 to deflect blaster bolts at Level 3.
- +3 to deflect blaster bolts at Level 5.
- +4 to deflect blaster bolts at Level 7.
- +5 to deflect blaster bolts at Level 10.
- +6 to deflect blaster bolts at Level 13.
- +7 to deflect blaster bolts at Level 16.
- +8 to deflect blaster bolts at Level 19.

DROID INTERFACE

PREREQUISITE: Droid Level 1

This feat allows droids to speak to droids who do not speak a sentient language.

DROID UPGRADE

DROID UPGRADE CLASS 1

PREREQUISITE: Level 1

This feat allows the droid to equip Class 1 items. Only droids can use this feat.

DROID UPGRADE CLASS 2

PREREQUISITE: Level 7, Droid Upgrade Class 1

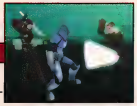
This feat allows the droid to equip Class 2 items. Only droids can use this feat.

DROID UPGRADE CLASS 3

PREREQUISITE: Level 13, Droid Upgrade Class 2

This feat allows the droid to equip Class 3 items. Only droids can use this feat.

DUAL STRIKE



DUAL STRIKE

PREREQUISITE: Level 1

When attacking an enemy that another party member is also attacking, you receive a +2 bonus to hit.

IMPROVED DUAL STRIKE

PREREQUISITE: Level 4, Dual Strike

When attacking an enemy that another party member is also attacking, you receive a +4 bonus to hit.

MASTER DUAL STRIKE

PREREQUISITE: Level 8, Improved Dual Strike

When attacking an enemy that another party member is also attacking, you receive a +6 bonus to hit.

DUELING

DUELING

PREREQUISITE: Level 1

This feat provides:

- +1 to hit when using a melee weapon in one hand and nothing in the other.
- +1 to defense when using a melee weapon in one hand and nothing in the other.
- +1 to hit when using a ranged weapon in one hand and nothing in the other.
- +1 to defense when using a ranged weapon in one hand and nothing in the other.
- +1 to hit when unarmed.
- +1 to defense when unarmed.

IMPROVED DUELING

PREREQUISITE: Level 4, Dueling

This feat provides:

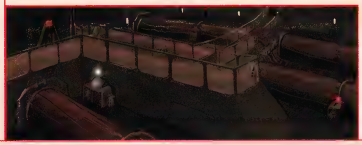
- +2 to hit when using a melee weapon in one hand and nothing in the other.
- +2 to defense when using a melee weapon in one hand and nothing in the other.
- +2 to hit when using a ranged weapon in one hand and nothing in the other.
- +2 to defense when using a ranged weapon in one hand and nothing in the other.
- +2 to hit when unarmed.
- +2 to defense when unarmed.

MASTER DUELING

PREREQUISITE: Level 8, Improved Dueling

This feat provides:

- +3 to hit when using a melee weapon in one hand and nothing in the other.
- +3 to defense when using a melee weapon in one hand and nothing in the other.
- +3 to hit when using a ranged weapon in one hand and nothing in the other.
- +3 to defense when using a ranged weapon in one hand and nothing in the other.
- +3 to hit when unarmed.
- +3 to defense when unarmed.



ECHANI STRIKE

ECHANI STRIKE I

PREREQUISITE: Handmaiden, Level 5

When unarmed, handmaiden deals 1–4 extra damage vs. any nondroid opponent. 5 percent chance of knocking down opponent if they fail a Fortitude Save. DC = 10 + handmaiden's level. This damage stacks with any Unarmed Specialist bonus damage.

ECHANI STRIKE II

PREREQUISITE: Handmaiden, Level 11

When unarmed, handmaiden deals 2–8 extra damage vs. any nondroid opponent. 7 percent chance of knocking down opponent if they fail a Fortitude Save. DC = 10 + handmaiden's level. This damage stacks with any Unarmed Specialist bonus damage.

ECHANI STRIKE III

PREREQUISITE: Handmaiden, Level 17

When unarmed, handmaiden deals 3–12 extra damage vs. any nondroid opponent. 10 percent chance of knocking down opponent if they fail a Fortitude Save. DC = 10 + handmaiden's level. This damage stacks with any Unarmed Specialist bonus damage.

EMPATHY

EMPATHY

PREREQUISITE: Level 1

This feat gives a +1 bonus to the Persuade, Awareness, and Treat Injury skills.

IMPROVED EMPATHY

PREREQUISITE: Level 4, Empathy

This feat gives a +2 bonus to the Persuade, Awareness, and Treat Injury skills.

MASTER EMPATHY

PREREQUISITE: Level 8, Improved Empathy

This feat gives a +3 bonus to the Persuade, Awareness, and Treat Injury skills.

EVASION

PREREQUISITE: Scout Level 6

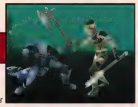
When making a Saving Throw to save half vs. some powers and abilities, this feat (if you are successful on the Saving Throw) prevents you from taking any damage.

FINESSE: LIGHTSABERS

PREREQUISITE: Level 1, Jedi Only

If the character's dexterity is higher than their strength, their dexterity bonus should be added to hit. If the character's strength is higher than their dexterity, their strength bonus should be added to hit. The dexterity bonus should be added only to hit, not to damage.

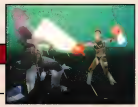
FINESSE: MELEE WEAPONS



PREREQUISITE: Level 1

If the character's dexterity is higher than their strength, their dexterity bonus should be added to hit. If the character's strength is higher than their dexterity, their strength bonus should be added to hit. The dexterity bonus should be added only to hit, not to damage.

FLURRY



FLURRY

PREREQUISITE: Level 1

This allows the character to make an extra melee attack per round. All attacks when using Flurry suffer a -4 to hit. The character's defense suffers a -4 for one round (3 seconds).

IMPROVED FLURRY

PREREQUISITE: Level 4, Flurry

This allows the character to make an extra melee attack per round. All attacks when using Flurry suffer a -2 to hit. The character's defense suffers a -2 for one round (3 seconds).

MASTER FLURRY

PREREQUISITE: Level 8, Improved Flurry

This allows the character to make an extra melee attack per round.

FORCE CHAIN

PREREQUISITE: Kreia and Main Character

You or Kreia cast one of the 13 Force powers listed here (it will affect you both):

Burst of Speed	Force Shield
Energy Resistance	Heal
Force Armor	Improved Force Barrier
Force Aura	Knight Speed
Force Barrier	Master Force Barrier
Force Immunity	Master Speed
Force Resistance	

FORCE FOCUS

FORCE FOCUS

Received for being a Level 1 Jedi Consular. This feat adds +1 to the DC for all Saving Throws against all of the character's Force powers.

IMPROVED FORCE FOCUS

Received for being a Level 6 Jedi Consular. This feat adds +2 to the DC for all Saving Throws against all of the character's Force powers, and it replaces Force Focus.

FORCE FOCUS: MASTERY

Received for being a Level 12 Jedi Consular. This feat adds +4 to the DC for all Saving Throws against all of the character's Force powers, and it replaces Improved Force Focus.

FORCE IMMUNITY

FEAR

Received for being a Level 1 Jedi Sentinel. This feat grants the character Immunity to Fear.

STUN

Received for being a Level 6 Jedi Sentinel. This feat grants the character Immunity to Fear and to Stun.

PARALYSIS

Received for being a Level 12 Jedi Sentinel.

This feat grants the character Immunity to Fear, Stun, and Paralysis.

FORCE JUMP

FORCE JUMP

Received for being a Level 1 Jedi Guardian. Jump to opponent instead of run. Must be more than 10 meters away. Must have a clear line of sight to the opponent. Must use standard attack.

FORCE JUMP: ADVANCED

Received for being a Level 6 Jedi Guardian. Jump to opponent instead of run. Must be more than 10 meters away. Must have a clear line of sight to the opponent. Must use standard attack. Adds +2 to hit and +2 to damage.

FORCE JUMP: MASTERY

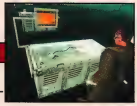
Received for being a Level 12 Jedi Guardian. Jump to opponent instead of run. Must be more than 10 meters away. Must have a clear line of sight to the opponent. Must use standard attack. Adds +4 to hit and +4 to damage.

FORCE SENSITIVE

PREREQUISITE: PC Level 2; Every Other Jedi Level 1

+40 Force points is added to the players total.

GEAR HEAD



GEAR HEAD

PREREQUISITE: Level 1

This feat gives a +1 bonus to the Computer Use, Repair, and Security skills.

IMPROVED GEAR HEAD

PREREQUISITE: Level 4, Gear Head

This feat gives a +2 bonus to the Computer Use, Repair, and Security skills.

MASTER GEAR HEAD

PREREQUISITE: Level 8, Improved Gear Head

This feat gives a +3 bonus to the Computer Use, Repair, and Security skills.

GUARD STANCE

GUARD STANCE

PREREQUISITE: None

Adds +2 to character's defense rating. Doubles vitality point recovery. Raises Force Point recovery to 5% of Force Point total during combat. Penalty of -6 to Hit, cannot use activated Feats (Critical Strike, Power Attack, Flurry)

ADVANCED GUARD STANCE

PREREQUISITE: Base Attack +3

Adds +2 to character's defense rating. Doubles vitality point recovery. Raises Force Point recovery to 5% of Force Point total during combat. Penalty of -4 to Hit, cannot use activated Feats (Critical Strike, Power Attack, Flurry)

MASTER GUARD STANCE

PREREQUISITE: Base Attack +6

Adds +3 to character's defense rating. Doubles vitality point recovery. Raises Force Point recovery to 5% of Force Point total during combat. Penalty of -3 to Hit, cannot use activated Feats (Critical Strike, Power Attack, Flurry)

IGNORE PAIN

IGNORE PAIN 1

PREREQUISITE: Level 3 Sith Marauder

All damage is reduced by 5 percent.

IGNORE PAIN 2

PREREQUISITE: Level 7 Sith Marauder

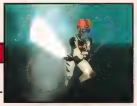
All damage is reduced by 10 percent.

IGNORE PAIN 3

PREREQUISITE: Level 11 Sith Marauder

All damage is reduced by 15 percent.

IMPLANTS



IMPLANTS I

PREREQUISITE: Scout 1

Allows use of level 1 cybernetic implants.

IMPLANTS II:

PREREQUISITE: Scout 4, Implant I

Allows use of level 2 cybernetic implants.

IMPLANTS III:

PREREQUISITE: Scout 8, Implant I, Implant II

Allows use of level 3 cybernetic implants.

IMPLANT SWITCHING

PREREQUISITE: Mandalore

Mandalore has four implant options that he can switch back and forth from:

The first implant is regeneration.

The second implant gives Mandalore +4 to constitution, which gives him 2x his level in vitality points and +2 to Fortitude Saving Throws.

The third implant gives Mandalore +4 to strength, which gives him +2 to hit with melee weapons and +2 to damage with melee weapons.

The fourth implant gives Mandalore +4 to dexterity, which gives him +2 to defense, +2 to Reflex Saving Throws, and +2 to hit with ranged weapons.

INCREASE COMBAT DAMAGE

INCREASE COMBAT DAMAGE 1

PREREQUISITE: Sith Marauder

Sith Marauder can do an additional +2 to damage. This works with any successful attack.

INCREASE COMBAT DAMAGE 2

PREREQUISITE: Level 8, Sith Marauder

Sith Marauder can do an additional +4 to damage. This works with any successful attack.

INCREASE COMBAT DAMAGE 3

PREREQUISITE: Level 15, Sith Marauder

Sith Marauder can do an additional +6 to damage. This works with any successful attack.

INCREASE MELEE DAMAGE

INCREASE MELEE DAMAGE 1

PREREQUISITE: Weapon Master

Weapon Master can do an additional +2 to damage. This works with any melee weapon and with unarmed attacks.

INCREASE MELEE DAMAGE 2

PREREQUISITE: Level 8, Weapon Master

Weapon Master can do an additional +4 to damage. This works with any melee weapon and with unarmed attacks.

INCREASE MELEE DAMAGE 3

PREREQUISITE: Level 15, Weapon Master

Weapon Master can do an additional +6 to damage. This works with any melee weapon and with unarmed attacks.

INNER STRENGTH

INNER STRENGTH 1

Prerequisites: Level 3 Weapon Master

Any damage the Weapon Master takes is reduced by 5 percent.

INNER STRENGTH 2

PREREQUISITE: Level 7 Weapon Master

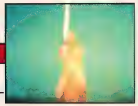
Any damage the Weapon Master takes is reduced by 10 percent.

INNER STRENGTH 3

PREREQUISITE: Level 11 Weapon Master

Any damage the Weapon Master takes is reduced by 15 percent.

JEDI DEFENSE



JEDI DEFENSE

PREREQUISITE: Jedi Level 1

Received for being a Level 1 Jedi. This feat allows the Jedi to block blaster bolts if the Jedi has a lightsaber equipped. Deflect roll = 1d20 + highest base attack bonus + bonus. DC = the modified attack roll of incoming blaster bolt. If the DC is exceeded by an amount of 10 or more, then the blaster bolt is deflected back at the attacker. You can only parry attacks coming from your front 180-degree arc. If the character tries to block a bolt shot within 3 meters of them, they suffer a -10 to the deflect roll.

IMPROVED JEDI DEFENSE

PREREQUISITE: Jedi Level 4, Jedi Defense

Adds +3 to Deflecting bonus. This feat allows the Jedi to block blaster bolts if the Jedi has a lightsaber equipped. Deflect roll = 1d20 + highest base attack bonus + bonus. DC = the modified attack roll of incoming blaster bolt. If the DC is exceeded by an amount of 10 or more, then the blaster bolt is deflected back at the attacker. You can only parry attacks coming from your front 180-degree arc. If the character tries to block a bolt shot within 3 meters of them, they suffer a -10 to the deflect roll.

MASTER JEDI DEFENSE

PREREQUISITE: Jedi Level 8, Improved Jedi Defense

Adds +6 to Deflecting bonus. This feat allows the Jedi to block blaster bolts if the Jedi has a lightsaber equipped. Deflect roll = 1d20 + highest base attack bonus + bonus. DC = the modified attack roll of incoming blaster bolt. If the DC is exceeded by an amount of 10 or more, then the blaster bolt is deflected back at the attacker. You can only parry attacks coming from your front 180-degree arc. If the character tries to block a bolt shot within 3 meters of them, they suffer a -10 to the deflect roll.

JEDI SENSE

JEDI SENSE

This feat works only for Jedi Consulars, Jedi Sentinels, and Jedi Guardians. This feat grants the Jedi a +2 to defense at Level 1. This defense is replaced by a higher defense at certain levels:

- +4 to defense at Level 7.
- +6 to defense at Level 13.
- +8 to defense at Level 19.
- +10 to defense at Level 25.

PRESTIGE SENSE

This feat works only for Jedi Masters and Sith Lords. This feat grants the Jedi or Sith a +2 to defense at Level 1. This defense is replaced by a higher defense at certain levels:

- +4 to defense at Level 9.
- +6 to defense at Level 18.

MASTER PRESTIGE SENSE

This feat works only for Jedi Watchmen, Jedi Weapon Masters, Sith Assassins, and Sith Marauders. This feat grants the Jedi or Sith a +2 to defense at Level 1. This defense is replaced by a higher defense at certain levels:

- +4 to defense at Level 6.
- +6 to defense at Level 12.
- +8 to defense at Level 18.

KINETIC COMBAT

PREREQUISITE: Kreia

Kreia can use weapons without her hands.

LIGHT SIDE ENLIGHTENMENT

PREREQUISITE: Jedi Master

Turns some party members further to the dark side or light side.

LOGIC UPGRADE

PREREQUISITE: Droid Level 1

This feat grants the droid a +2 to defense at Level 1. This defense is replaced by a higher defense at certain levels:

LOGIC UPGRADE

- +4 to defense at Level 6.

LOGIC UPGRADE: TACTICIAN

- +6 to defense at Level 12.
- +8 to defense at Level 18.
- +10 to defense at Level 24.

LOGIC UPGRADE: TBATTLE DROID

- +12 to defense at Level 30.

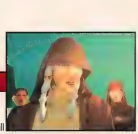
MANDALORIAN COURAGE

PREREQUISITE: Mandalore

Mandalore is immune to Fear and Horror. This feat grants Mandalore a +2 to defense at Level 6. This defense is replaced by a higher defense at certain levels:

- +4 to defense at Level 12.
- +6 to defense at Level 18.
- +8 to defense at Level 24.
- +10 to defense at Level 30.

MENTOR



PREREQUISITE: Kreia

At certain levels, Kreia grants the party a percent bonus to all XP earned (she must be in your party for the bonus):

- 3 percent at Level 1.
- 5 percent at Level 7.
- 7 percent at Level 13.

PERCEPTIVE

PREREQUISITE: None

This feat gives a +2 bonus to the Stealth skill and Awareness skill.

PERSONAL CLOAKING SHIELD

PREREQUISITE: G0-T0

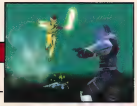
This feat allows G0-T0 to enter stealth mode without using a stealth field generator.

POINT GUARD

PREREQUISITE: Mira

When Mira is the active leader of the group, the group has immunity to mines.

POWER ATTACK



POWER ATTACK

PREREQUISITE: Level 1

Power Attack can only be used with melee weapons and gives you +3 to melee damage. The weapon's critical multiplier is increased by 1. On a critical hit, the target is knocked down unless they pass a Fortitude Save. DC = attacker's level + 2x attacker's strength modifier.

IMPROVED POWER ATTACK

PREREQUISITE: Level 4, Power Attack

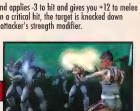
Improved Power Attack can only be used with melee weapons and applies -3 to hit and gives you +7 to melee damage. The weapon's critical multiplier is increased by 1. On a critical hit, the target is knocked down unless they pass a Fortitude Save. DC = attacker's level + 2x attacker's strength modifier.

MASTER POWER ATTACK

PREREQUISITE: Level 8, Improved Power Attack

Master Power Attack can only be used with melee weapons and applies -3 to hit and gives you +12 to melee damage. The weapon's critical multiplier is increased by 1. On a critical hit, the target is knocked down unless they pass a Fortitude Save. DC = attacker's level + 2x attacker's strength modifier.

POWER BLAST



POWER BLAST

PREREQUISITE: Level 1

Power Blast can only be used with ranged weapons and gives you +3 to ranged damage.

The weapon's critical multiplier is increased by 1. On a critical hit, the target is knocked down unless they pass a Fortitude Save. DC = attacker's level + 2x attacker's strength modifier.

IMPROVED POWER BLAST

PREREQUISITE: Level 4, Power Blast

Improved Power Blast can only be used with ranged weapons and applies -3 to hit and gives you +7 to ranged damage. The weapon's critical multiplier is increased by 1. On a critical hit, the target is knocked down unless they pass a Fortitude Save. DC = attacker's level + 2x attacker's strength modifier.

MASTER POWER BLAST

PREREQUISITE: Level 8, Improved Power Blast

Master Power Blast can only be used with ranged weapons and applies -3 to hit and gives you +12 to ranged damage. The weapon's critical multiplier is increased by 1. On a critical hit, the target is knocked down unless they pass a Fortitude Save. DC = attacker's level + 2x attacker's strength modifier.

PRECISE SHOT

PRECISE SHOT I

PREREQUISITE: Level 4

PREREQUISITE: Weapon Focus: Blaster Pistol

PREREQUISITE: Weapon Focus: Blaster Rifle

This feat grants a +1 damage bonus with ranged weapons, penalizes anyone trying to deflect the shot with a -2 to their deflection roll, is always active with ranged weapons, and doesn't apply to grenades or thrown lightsabers.

PRECISE SHOT II

PREREQUISITE: Level 8, Precise Shot I

This feat grants a +2 damage bonus with ranged weapons, penalizes anyone trying to deflect the shot with a -4 to their deflection roll, is always active with ranged weapons, and doesn't apply to grenades or thrown lightsabers.

PRECISE SHOT III

PREREQUISITE: Level 12, Precise Shot II

This feat grants a +4 damage bonus with ranged weapons, penalizes anyone trying to deflect the shot with a -6 to their deflection roll, is always active with ranged weapons, and doesn't apply to grenades or thrown lightsabers.

PRECISE SHOT IV

PREREQUISITE: Level 16, Precise Shot III

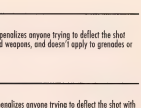
This feat grants a +6 damage bonus with ranged weapons, penalizes anyone trying to deflect the shot with a -8 to their deflection roll, is always active with ranged weapons, and doesn't apply to grenades or thrown lightsabers.

PRECISE SHOT V

PREREQUISITE: Level 20, Precise Shot IV

This feat grants a +8 damage bonus with ranged weapons, penalizes anyone trying to deflect the shot with a -10 to their deflection roll, is always active with ranged weapons, and doesn't apply to grenades or thrown lightsabers.

RAPID SHOT



RAPID SHOT

PREREQUISITE: Level 1

This allows the character to make an extra ranged attack per round (for a penalty). All attacks, when using Rapid Shot, suffer a -4 to hit. The character's defense suffers a -4 for one round (3 seconds).

IMPROVED RAPID SHOT

PREREQUISITE: Level 4, Rapid Shot

This allows the character to make an extra ranged attack per round (for a penalty). All attacks, when using Rapid Shot, suffer a -2 to hit. The character's defense suffers a -2 for one round (3 seconds).

MASTER RAPID SHOT

PREREQUISITE: Level 8, Improved Rapid Shot

This allows the character to make an extra ranged attack per round. There are no penalties for using this feat.

REGENERATE FORCE POINTS

PREREQUISITE: Level 4

Force points regenerate faster.

REGENERATE VITALITY POINTS

PREREQUISITE: Level 4

Vitality points regenerate faster.

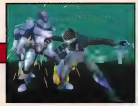
SCOUNDREL'S LUCK

PREREQUISITE: Scoundrel Level 1

This feat grants the scoundrel a +2 to defense at Level 1. This defense is replaced by a higher defense at certain levels:

+4 to defense at Level 6.
+6 to defense at Level 12.
+8 to defense at Level 18.
+10 to defense at Level 24.
+12 to defense at Level 30.

SNEAK ATTACK



For all sneak attacks: Extra damage is applied when attacked from behind and when a target is stunned or otherwise immobilized. Attacks when in stealth mode and stealth mode, but first attack receives the bonus. If using a ranged weapon, you must be within 10 meters. Extra damage is not multiplied in case of a critical hit.

SNEAK ATTACK 1

PREREQUISITE: Scoundrel Level 1

PREREQUISITE: Jedi Watchman Level 1

PREREQUISITE: Sith Assassin Level 1

This feat adds 1–6 extra points of damage when the target can't respond to the attacker.

SNEAK ATTACK 2

PREREQUISITE: Scoundrel Level 3

PREREQUISITE: Jedi Watchman Level 4

PREREQUISITE: Sith Assassin Level 3

This feat adds 2–12 extra points of damage when the target can't respond to the attacker.

SNEAK ATTACK 3

PREREQUISITE: Scoundrel Level 5

PREREQUISITE: Jedi Watchman Level 7

PREREQUISITE: Sith Assassin Level 5

This feat adds 3–18 extra points of damage when the target can't respond to the attacker.

SNEAK ATTACK 4

PREREQUISITE: Scoundrel Level 7

PREREQUISITE: Jedi Watchman Level 10

PREREQUISITE: Sith Assassin Level 7

This feat adds 4–24 extra points of damage when the target can't respond to the attacker.

SNEAK ATTACK 5

PREREQUISITE: Scoundrel Level 9

PREREQUISITE: Jedi Watchman Level 13

PREREQUISITE: Sith Assassin Level 9

This feat adds 5–30 extra points of damage when the target can't respond to the attacker.

SNEAK ATTACK 6

PREREQUISITE: Scoundrel Level 11

PREREQUISITE: Jedi Watchman Level 16

PREREQUISITE: Sith Assassin Level 11

This feat adds 6–36 extra points of damage when the target can't respond to the attacker.

SNEAK ATTACK 7

PREREQUISITE: Scoundrel Level 13

PREREQUISITE: Jedi Watchman Level 19

PREREQUISITE: Sith Assassin Level 13

This feat adds 7–42 extra points of damage when the target can't respond to the attacker.

SNEAK ATTACK 8

PREREQUISITE: Scoundrel Level 15

PREREQUISITE: Sith Assassin Level 15

This feat adds 8–48 extra points of damage when the target can't respond to the attacker.

SNEAK ATTACK 9

PREREQUISITE: Scoundrel Level 17

PREREQUISITE: Sith Assassin Level 17

This feat adds 9–54 extra points of damage when the target can't respond to the attacker.

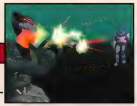
SNEAK ATTACK 10

PREREQUISITE: Scoundrel Level 19

PREREQUISITE: Sith Assassin Level 19

This feat adds 10–60 extra points of damage when the target can't respond to the attacker.

SNIPER SHOT



SNIPER SHOT

PREREQUISITE: Level 1

This feat can only be used with ranged weapons. When used, the character's threat range is doubled. If the opponent fails a Fortitude Save, they are stunned for 6 seconds. DC = character level + intelligence modifier. While this feat is being used, and for 3 seconds afterward, the player's defense is reduced by 5.

IMPROVED SNIPER SHOT

PREREQUISITE: Level 4, Sniper Shot

This feat can only be used with ranged weapons. When used, the character's threat range is tripled. If the opponent fails a Fortitude Save, they are stunned for 6 seconds. DC = character level + intelligence modifier. While this feat is being used, and for 3 seconds afterward, the player's defense is reduced by 5.

MASTER SNIPER SHOT

PREREQUISITE: Level 8, Improved Sniper Shot

This feat can only be used with ranged weapons. When used, the character's threat range is quadrupled. If the opponent fails a Fortitude Save, they are stunned for 6 seconds. DC = character level + intelligence modifier. While this feat is being used, and for 3 seconds afterward, the player's defense is reduced by 5.

SPIRIT

SPIRIT

PREREQUISITE: Atton

When knocked unconscious, Atton has a chance to get back up. He will get up only if there is another party member still standing. The check to get up is checked every 5 or 6 seconds. He returns to fighting with 10% vitality restored.

FIGHTING SPIRIT

PREREQUISITE: Atton

When knocked unconscious, Atton has a chance to get back up. He will get up only if there is another party member still standing. The check to get up is checked every 5 or 6 seconds. He returns to fighting with 20% vitality restored.

HEROIC RESLOVE

PREREQUISITE: Atton

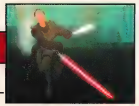
When knocked unconscious, Atton has a chance to get back up. He will get up only if there is another party member still standing. The check to get up is checked every 5 or 6 seconds. He returns to fighting with 30% vitality restored.

STEALTH RUN

PREREQUISITE: Level 4

This feat allows you to run in stealth mode. Character must be in stealth mode and must be running.

SUPERIOR WEAPON FOCUS: LIGHTSABER



SUPERIOR WEAPON FOCUS: LIGHTSABER I

PREREQUISITE: Weapon Proficiency: Lightsaber

PREREQUISITE: Weapon Focus: Lightsaber

PREREQUISITE: Weapon Specialization: Lightsaber

PREREQUISITE: Sith Marauder

PREREQUISITE: Jedi Weapon Master

This feat adds an additional +1 to hit with lightsabers. You should now have a cumulative +2 to hit with lightsabers.

SUPERIOR WEAPON FOCUS: LIGHTSABER II

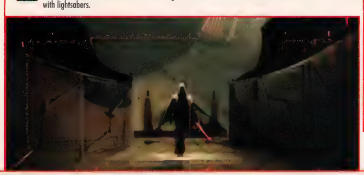
PREREQUISITE: Superior Weapon Focus: Lightsaber I

This feat adds an additional +1 to hit with lightsabers. You should now have a cumulative +3 to hit with lightsabers.

SUPERIOR WEAPON FOCUS: LIGHTSABER III

PREREQUISITE: Superior Weapon Focus: Lightsaber II

This feat adds an additional +1 to hit with lightsabers. You should now have a cumulative +4 to hit with lightsabers.



SUPERIOR WEAPON FOCUS: TWO-WEAPON FIGHTING

SUPERIOR WEAPON FOCUS: TWO-WEAPON FIGHTING I

PREREQUISITE: Two-Weapon Fighting

PREREQUISITE: Improved Two-Weapon Fighting

PREREQUISITE: Master Two-Weapon Fighting

PREREQUISITE: Sith Marauder

PREREQUISITE: Jedi Weapon Master

If your off hand is not balanced when dual wielding, the penalty is -1/-2. When dual wielding and your off hand is balanced, the penalty is +1/-2.

SUPERIOR WEAPON FOCUS: TWO-WEAPON FIGHTING II

PREREQUISITE: Superior Weapon Focus: Two-Weapon Fighting I

This feat further reduces the penalty by 1 for the main hand. If your off hand is not balanced when dual wielding, the penalty is -0/-2. When dual wielding and your off hand is balanced, the penalty is +2/-2.

SUPERIOR WEAPON FOCUS: TWO-WEAPON FIGHTING III

PREREQUISITE: Superior Weapon Focus: Two-Weapon Fighting II

This feat further reduces the penalty by 1 for the off hand. If your off hand is not balanced when dual wielding, the penalty is -0/-1. When dual wielding and your off hand is balanced, the penalty is +2/-1.

SURVIVAL

PREREQUISITE: Atton

As Atton's vitality points decrease, for every 10 percent under half health he gains a +1 to his Saving throws.

40–49% is a +1
30–39% is a +2
20–29% is a +3
10–19% is a +4
01–09% is a +5

TARGETING

TARGETING 1

PREREQUISITE: Scout

This feat grants you a +1 to hit with ranged weapons and does not affect grenades or throwing a lightsaber.

TARGETING 2

PREREQUISITE: Scout, Level 5, Targeting 1

This feat grants you a +2 to hit with ranged weapons and does not affect grenades or throwing a lightsaber.

TARGETING 3

PREREQUISITE: Scout, Level 9, Targeting 2

This feat grants you a +3 to hit with ranged weapons and does not affect grenades or throwing a lightsaber.

TARGETING 4

PREREQUISITE: Scout, Level 13, Targeting 3

This feat grants you a +4 to hit with ranged weapons and does not affect grenades or throwing a lightsaber.

TARGETING 5

PREREQUISITE: Scout, Level 17, Targeting 4

This feat grants you a +5 to hit with ranged weapons and does not affect grenades or throwing a lightsaber.

TARGETING 6

PREREQUISITE: Scout, Level 21, Targeting 5

This feat grants you a +6 to hit with ranged weapons and does not affect grenades or throwing a lightsaber.

TARGETING 7

PREREQUISITE: Scout, Level 25, Targeting 6

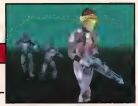
This feat grants you a +7 to hit with ranged weapons and does not affect grenades or throwing a lightsaber.

TARGETING 8

PREREQUISITE: Scout, Level 29, Targeting 7

This feat grants you a +8 to hit with ranged weapons and does not affect grenades or throwing a lightsaber.

TOUGHNESS



TOUGHNESS

PREREQUISITE: Level 1

Adds 1 extra vitality point per level.

IMPROVED TOUGHNESS

PREREQUISITE: Level 4, Toughness

Adds the +1 vitality from Toughness and adds damage reduction of 2 or 10 percent if the damage is over 20 points.

MASTER TOUGHNESS

PREREQUISITE: Level 8, Improved Toughness

Adds the +1 vitality from Toughness and the damage reduction of 2 or 10 percent if the damage is over 20 points. Adds 1 extra vitality point per level.

TWO-WEAPON FIGHTING

TWO-WEAPON FIGHTING

PREREQUISITE: Level 1

When dual wielding, this feat reduces the penalty to the off hand weapon by 4. If your off hand is not balanced when dual wielding with Two-Weapon Fighting, the penalty is -6/-6. When dual wielding with Two-Weapon Fighting and your off hand is balanced, the penalty is -4/-6.

IMPROVED TWO-WEAPON FIGHTING

PREREQUISITE: Level 4, Two-Weapon Fighting

This feat further reduces the penalty by 2 for each hand.

If you off hand is not balanced when dual wielding, the penalty is -4/-4. When dual wielding and your off hand is balanced, the penalty is -2/-4.

MASTER TWO-WEAPON FIGHTING

PREREQUISITE: Level 8, Improved Two-Weapon Fighting

This feat further reduces the penalty by 2 for each hand. If you off hand is not balanced when dual wielding, the penalty is -2/-2. When dual wielding and your off hand is balanced, the penalty should be -0/-2.

UNARMED STRIKE

UNARMED STRIKE I

PREREQUISITE: Level 2

PREREQUISITE: All Jedi classes

PREREQUISITE: Boo-Dur

PREREQUISITE: Handmaiden

This feat adds 1–4 points of extra damage to unarmed strikes. The extra damage stacks with normal damage.

UNARMED STRIKE II

PREREQUISITE: Level 6

This feat replaces the 1–4 damage with 2–8 points of damage. The extra damage stacks with normal damage.

UNARMED STRIKE III

PREREQUISITE: Level 10

This feat replaces the 2–8 damage with 3–12 points of damage. The extra damage stacks with normal damage.

UNARMED STRIKE IV

PREREQUISITE: Level 14

This feat replaces the 3–12 damage with 4–16 points of damage. The extra damage stacks with normal damage.

UNARMED STRIKE V

PREREQUISITE: Level 18

This feat replaces the 4–16 damage with 5–20 points of damage. The extra damage stacks with normal damage.

UNARMED STRIKE VI

PREREQUISITE: Level 22

This feat replaces the 5–20 damage with 6–24 points of damage. The extra damage stacks with normal damage.

UNARMED STRIKE VII

PREREQUISITE: Level 26

This feat replaces the 6–24 damage with 7–28 points of damage. The extra damage stacks with normal damage.

UNARMED STRIKE VIII

PREREQUISITE: Level 30

This feat replaces the 7–28 damage with 8–32 points of damage. The extra damage stacks with normal damage.

UNCANNY DODGE

UNCANNY DODGE 1

PREREQUISITE: Level 4 Scout

This feat allows the scout to retain their dexterity bonus to their defense when surprised by camouflaged opponents. This feat grants the scout with a +2 on saves versus grenades. This is always active.

UNCANNY DODGE 2

PREREQUISITE: Level 7 Scout

This feat allows the scout to retain their dexterity bonus to their defense when surprised by camouflaged opponents. This feat grants the scout with a +4 on saves versus grenades and does not stack with Uncanny Dodge 1. This is always active.

WAR VETERAN

PREREQUISITE: Main Character

This feat grants a +25 to vitality points at Level 1.

WEAPON PROFICIENCY

WEAPON PROFICIENCY

PREREQUISITE: Level 1

- Weapon Proficiency Blaster Pistol: Allows you to use pistols.
- Weapon Proficiency Blaster Rifle: Allows you to use rifles.
- Weapon Proficiency Lightsaber: Allows you to use lightsabers. Jedi only.
- Weapon Proficiency Melee Weapons: Allows you to use melee weapons.
- Weapon Proficiency Wrist Mounted: Allows you to use wrist-mounted weapons. Must be Mire.

WEAPON FOCUS

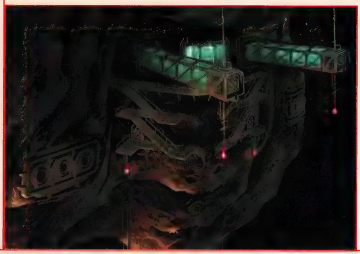
PREREQUISITE: Level 1, Proficiency with Weapon

- Weapon Focus Blaster Pistol: Grants a +1 to hit.
- Weapon Focus Blaster Rifle: Grants a +1 to hit.
- Weapon Focus Lightsaber: Grants a +1 to hit. Jedi only.
- Weapon Focus Melee Weapons: Grants a +1 to hit.

WEAPON SPECIALIZATION

PREREQUISITE: Level 4, Weapon Focus with Weapon

- Weapon Specialization Blaster Pistol: Grants a +2 to damage.
- Weapon Specialization Blaster Rifle: Grants a +2 to damage.
- Weapon Specialization Lightsaber: Grants a +2 to damage. Jedi only.
- Weapon Specialization Melee Weapons: Grants a +2 to damage.



WOOKIEE RAGE

WOOKIEE RAGE

PREREQUISITE: Wookiee, Level 1

This feat grants +2 to strength. That +2 to strength equals +1 to hit and +1 to damage. For every creature they kill in the rage, they gain +1 to hit. Once activated, this feat lasts 30 seconds.

This feat also:

- grants +1 vitality point per character level.
- grants +1 to Fortitude Saves.
- grants +1 to Will Saves.
- makes the character suffer a -2 to defense.

WOOKIEE FURY

PREREQUISITE: Wookiee, Level 9

This feat grants +4 to strength. That +4 to strength equals +2 to hit and +2 to damage. For every creature they kill in the rage, they gain +1 to hit. Once activated, this feat lasts 60 seconds.

This feat also:

- grants +2 vitality points per character level.
- grants +2 to Fortitude Saves.
- grants +2 to Will Saves.
- makes the character suffer a -4 to defense.
- grants immunity to Paralysis.
- grants immunity to Stasis.
- grants an extra attack. This attack does not stack with Burst of Speed.

WOOKIEE FRENZY

PREREQUISITE: Wookiee, Level 17

This feat grants +6 to strength. That +6 to strength equals +3 to hit and +3 to damage. For every creature they kill in the rage, they gain +1 to hit. Once activated, this feat lasts 60 seconds.

This feat also:

- grants +3 vitality points per character level.
- grants +3 to Fortitude Saves.
- grants +3 to Will Saves.
- makes the character suffer a -6 to defense.
- grants immunity to Paralysis.
- grants immunity to Stasis.
- grants two extra attacks. These attacks does not stack with Burst of Speed.

WOOKIEE TOUGHNESS

WOOKIEE TOUGHNESS I

PREREQUISITE: Wookiee, Level 1

This feat grants +2 vitality points per level and reduces all damage by 2 points.

WOOKIEE TOUGHNESS II

PREREQUISITE: Wookiee, Level 9

This feat grants +3 vitality points per level, reduces all damage by 5 points, and then reduces the damage by 5 percent.

WOOKIEE TOUGHNESS III

PREREQUISITE: Wookiee, Level 17

This feat grants +4 vitality points per level, reduces all damage by 8 points, and then reduces the damage by 10 percent.

APPENDIX X:
JEDI POWERS

AFFECT MIND

AFFECT MIND

PREREQUISITE: Level 8

BASE COST: 0

This power gives extra options in some conversations and does not affect droids. It is always active. Only the main player may pick this feat during level-up. Universal power.

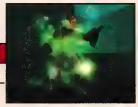
DOMINATE MIND

PREREQUISITE: Level 12

BASE COST: 0

This power gives additional extra options in some conversations and does not affect droids. It is always active. Only the main player may pick this feat during level-up. Universal power.

BATTLE MEDITATION



BATTLE MEDITATION

PREREQUISITE: Level 6

BASE COST: 35

Adds +2 to attack, damage, and Will Saves. This power also speeds up vitality point regeneration, affects all party members, and lasts 20 seconds. Any enemy nearby that fails a Will Saving Throw of DC = 5 + attacking character's level + CHA and WIS Mod, suffers -2 to attack, damage, and Will Saves. Universal power. Restricted by armor.

IMPROVED BATTLE MEDITATION

PREREQUISITE: Level 12

BASE COST: 35

Adds +2 to attack, damage, and Will Saves. This power also speeds up vitality point regeneration, affects all party members, and lasts 20 seconds. Any enemy nearby that fails a Will Saving Throw of DC = 5 + attacking character's level + CHA and WIS Mod, suffers -2 to attack, damage, and Will Saves. Universal power. Restricted by armor.

MASTER BATTLE MEDITATION

PREREQUISITE: Level 18

BASE COST: 35

Adds +4 to attack, damage, and Will Saves. This power also speeds up vitality point regeneration, affects all party members, and lasts 20 seconds. Any enemy nearby that fails a Will Saving Throw of DC = 5 + attacking character's level + CHA and WIS Mod, suffers -4 to attack, damage, and Will Saves. Universal power. Restricted by armor.

BATTLE PRECOGNITION

PREREQUISITE: Handmaiden

BASE COST: 0

This power can only be learned from the handmaiden and allows the Jedi to add their wisdom modifier to their defense. It is always active. Light side power. Restricted by armor.

BEAST TRICK

BEAST CONTROL

PREREQUISITE: Kreia

BASE COST: 20

This power can only be learned from Kreia during your adventures on Dxun and only affects beasts. Beast Trick can distract a target if they fail a Will Save. Will DC = 5 + attacking character wisdom and charisma modifiers. If the target fails the Saving Throw, they are distracted for 36 seconds. They become undistracted if the player gets too close or if the player interacts with the target.

If in stealth mode, this power will NOT take you out of stealth mode. Universal power.

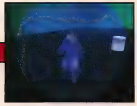
BEAST CONFUSION

PREREQUISITE: Jedi Level 12

BASE COST: 30

This power makes the Confused target attack the player and lasts 30 seconds. It only works on one target at a time and only affects beasts. Will DC = character's level + attacking character wisdom and charisma modifiers. They become undistracted if the player interacts with the target. Universal power.

BREATH CONTROL

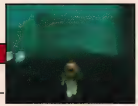


PREREQUISITE: Kreia

BASE COST: Free

This power can only be learned from Kreia during your adventures on Nar Shaddaa. Universal power.

BURST OF SPEED



BURST OF SPEED

PREREQUISITE: Level 1

BASE COST: 25

Jedi's speed is doubled, and Jedi gains +2 to defense. This Force power lasts 36 seconds. Universal power. Restricted by armor.

KNIGHT SPEED

PREREQUISITE: Level 9

BASE COST: 25

Jedi's speed is doubled, and Jedi gains +4 to defense. Jedi gains one extra attack per round. This Force power lasts 36 seconds. Universal power. Restricted by armor.

MASTER SPEED

PREREQUISITE: Level 15

BASE COST: 25

Jedi's speed is doubled, and Jedi gains +4 to defense. Jedi gains two extra attacks per round. This Force power lasts 36 seconds. Universal power. Restricted by armor.

CRUSH OPPOSITION

BASE COST: 20

This power affects all enemies within 15 meters of the target of this Force power and lasts 45 seconds. Pass a Will Save and this power is resisted. DC = 5 + attacking character's level + attacking character's charisma and wisdom modifiers. Dark side power. Restricted by armor.

CRUSH OPPOSITION 1

PREREQUISITE: Sith Lord

Targets suffer a -1 to hit and a -1 to Will Saves.

CRUSH OPPOSITION 2

PREREQUISITE: Sith Lord Level 5

Targets suffer a -2 to hit and a -2 to Will Saves.

CRUSH OPPOSITION 3

PREREQUISITE: Sith Lord Level 9

Targets suffer a -3 to hit and a -3 to Will Saves.

CRUSH OPPOSITION 4

PREREQUISITE: Sith Lord Level 13

Targets suffer a -4 to hit and a -4 to Will Saves.

CRUSH OPPOSITION 5

PREREQUISITE: Sith Lord Level 17

Targets suffer a -5 to hit and a -5 to Will Saves.

CRUSH OPPOSITION 6

PREREQUISITE: Sith Lord Level 21

Targets suffer a -6 to hit and a -6 to Will Saves.

DRAIN FORCE

BASE COST: 5

DC = 5 + attacking character's level + attacking character's charisma and wisdom modifiers. A Jedi cannot drain more FP from an opponent than they have. Dark side power. Restricted by armor.

DRAIN FORCE

PREREQUISITE: Jedi Level 1

This power draws 10 FP from an opponent. If they pass a Will Save, they only lose 5 FP.

IMPROVED DRAIN FORCE

PREREQUISITE: Jedi Level 9

This power draws 20 FP from an opponent. If they pass a Will Save, they only lose 10 FP.

MASTER DRAIN FORCE

PREREQUISITE: Jedi Level 15

This power allows the Jedi to pull FP from all hostile creatures within 10 meters of the targeted hostile. This power draws 30 FP from an opponent. If they pass a Will Save, they only lose 15 FP.

DRAIN LIFE

DRAIN LIFE

PREREQUISITE: Jedi Level 9

BASE COST: 25

This power allows the Jedi to harm others in order to heal themselves. The opponent is drained 1–4 per level of attacker (max 10 levels, 10–40). The user is healed the amount of damage done. Pass the Fortitude Saving Throw, take half damage. DC = 5 + attacking character's level + attacking character's charisma and wisdom modifiers. This power does not affect droids. Dark side power. Restricted by armor.

DEATH FIELD

PREREQUISITE: Jedi Level 18

BASE COST: 25

This power targets all enemies within 10 meters of the caster. The opponents are drained 1–4 per level of attacker (max 10 levels, 10–40). The user is healed the amount of damage done. Pass the Fortitude Saving Throw, take half damage. DC = 5 + attacking character's level + attacking character's charisma and wisdom modifiers. The character is healed the equivalent of the most damage dealt to any single enemy. This power does not affect droids. Dark side power. Restricted by armor.

ENERGY RESISTANCE

ENERGY RESISTANCE

PREREQUISITE: Level 1

BASE COST: 20

This power absorbs 10 points of:

Cold	Fire
Electrical	Sonic
Energy	

Damage after 10 points is dealt normally. This power lasts 120 seconds. Universal power.

IMPROVED ENERGY RESISTANCE

PREREQUISITE: Level 9

BASE COST: 20

This power absorbs 15 points of:

Cold	Fire
Electrical	Sonic
Energy	

Damage after 15 points is dealt normally. This Force power works on all party members and lasts 120 seconds. Universal power.

MASTER ENERGY RESISTANCE

PREREQUISITE: Level 17

BASE COST: 15

This power absorbs 20 points of:

Cold	Fire
Electrical	Sonic
Energy	

Damage after 20 points is dealt normally. This Force power works on all party members and lasts 120 seconds. Universal power.

FEAR

FEAR

PREREQUISITE: Jedi Level 1

BASE COST: 15

If an opponent fails a Saving Throw vs. Will, they are scared for 6 seconds and take a -4 to defense. DC = 5 + attacking character's level + attacking character's charisma and wisdom modifiers. A successful save means the opponent is not affected by this power. This power does not affect droids. Dark side power.

HORROR

PREREQUISITE: Jedi Level 6

BASE COST: 15

This power affects all within a 5-meter radius of the target creature. If an opponent fails a Saving Throw vs. Will, they are in catatonic fear for 12 seconds and take a -4 to defense. DC = 5 + attacking character's level + attacking character's charisma and wisdom modifiers. A successful save means the opponent is not affected by this power. This power does not affect droids. Dark side power.

INSANITY

PREREQUISITE: Jedi Level 12

BASE COST: 15

This power affects all within a 10-meter radius of the target creature. If an opponent fails a Saving Throw vs. Will, they are in catatonic terror for 12 seconds and take a -4 to defense. DC = 5 + attacking character's level + attacking character's charisma and wisdom modifiers. A successful save means the opponent is not affected by this power. This power does not affect droids. Dark side power.

FORCE AURA

FORCE AURA

PREREQUISITE: Level 1

BASE COST: 20

Jedi gains +2 to defense and to all Saving Throws. This lasts 20 seconds. Light side power. Restricted by armor.

FORCE SHIELD

PREREQUISITE: Level 6

BASE COST: 20

Jedi gains +4 to defense and to all Saving Throws. This lasts 20 seconds. Light side power. Restricted by armor.

FORCE ARMOR

PREREQUISITE: Level 12

BASE COST: 20

Jedi gains +6 to defense and to all Saving Throws. This lasts 20 seconds. Light side power. Restricted by armor.

FORCE BARRIER

FORCE BARRIER

PREREQUISITE: Level 1

BASE COST: 20

This power absorbs 15 points of:

Bludgeoning damage
Piercing damage
Slashing damage

Damage after 15 points is dealt normally. This power lasts 30 seconds. Light side power.

IMPROVED FORCE BARRIER

PREREQUISITE: Level 9

BASE COST: 20

This power absorbs 30 points of:

Bludgeoning damage
Piercing damage
Slashing damage

Damage after 30 points is dealt normally. This power lasts 45 seconds. Light side power.

MASTER FORCE BARRIER

PREREQUISITE: Level 15

BASE COST: 20

This power absorbs 60 points of:

Bludgeoning damage
Piercing damage
Slashing damage

Damage after 60 points is dealt normally. This power lasts 60 seconds. Light side power.

FORCE BODY

FORCE BODY

PREREQUISITE: Level 1

BASE COST: 0

Force power cost is split 50/50 between FP and vitality points. This power lasts 30 seconds. Universal power.

IMPROVED FORCE BODY

PREREQUISITE: Level 9

BASE COST: 0

40 percent of Force powers cost comes from FP. The Force power cost is 20 percent less than normal. 40 percent of Force powers cost comes from vitality points. This power lasts 30 seconds. Universal power.

MASTER FORCE BODY

PREREQUISITE: Level 15

BASE COST: 0

30 percent of Force powers cost comes from FP. The Force power cost 40 percent less than normal. 30 percent of Force powers cost comes from vitality points. This power lasts 30 seconds. Universal power.

FORCE CAMOUFLAGE

FORCE CAMOUFLAGE

PREREQUISITE: Level 1 Sith Assassin or Jedi Watchman

BASE COST: 0

This power allows you to be in stealth mode without using a stealth field generator. Universal power. Restricted by armor.

IMPROVED FORCE CAMOUFLAGE

PREREQUISITE: Level 7 Sith Assassin or Jedi Watchman

BASE COST: 0

This power allows you to be in stealth mode without using a stealth field generator. This power adds a +4 to your Stealth skill. Universal power. Restricted by armor.

MASTER FORCE CAMOUFLAGE

PREREQUISITE: Level 13 Sith Assassin or Jedi Watchman

BASE COST: 0

This power allows you to be in stealth mode without using a stealth field generator. This power adds +8 to your Stealth skill. Universal power. Restricted by armor.

FORCE CRUSH

PREREQUISITE: Jedi Level 1

BASE COST: 60

You learn this power on Dantooine (dark side). The opponent suffers 1–6 per level of character, max 10 levels (10–60). This damage is unstoppable. A successful Fortitude Save reduced the damage by half. DC = 5 + attacking character's level + attacking character's charisma and wisdom modifiers. Dark side power. Restricted by armor.

FORCE DEFLECTION

FORCE DEFLECTION

PREREQUISITE: Jedi Level 6

BASE COST: 0

This power grants the Jedi the ability to deflect blaster bolts without a lightsaber, it stacks with the Jedi defense feats, and it is always in effect. Attack vs. D20 + base attack bonus + Jedi defense + miscellaneous feats/powers. The Jedi cannot deflect the bolts back at the attackers. Universal power.

FORCE REDIRECTION

PREREQUISITE: Jedi Level 12

BASE COST: 0

This power grants the Jedi the ability to deflect blaster bolts without a lightsaber, it stacks with the Jedi defense feats, and it is always in effect. The Jedi can deflect the bolts back at the attackers. This power adds +3 redirection bonus. Attack vs. D20 + base attack bonus + Jedi defense + miscellaneous feats/powers. Universal power.

FORCE ENLIGHTENMENT

PREREQUISITE: Level 1

BASE COST: 30

You learn this power on Dantooine (light side). This will activate the highest-ranking power of the following (if you have the power): Speed powers, Armor powers, and Valor powers. These three Force powers should be cast at a reduced cost. Light side power. Restricted by armor.

FORCE FOCUS: ALTER

PREREQUISITE: Jedi classes only

This feat adds +2 to the Difficulty Class for all saving throws against the character's 'Alter' Force Powers.

FORCE FOCUS: CONTROL

PREREQUISITE: Jedi classes only

This feat adds +2 to the Difficulty Class for all saving throws against the character's 'Control' Force Powers.

FORCE PUSH

FORCE PUSH

PREREQUISITE: Jedi Level 1

BASE COST: 30

The enemy:

moves back 5 meters.
falls to the ground stunned for 3 seconds.
suffers damage equal to the attacking character's level.
fails the Reflex Saving Throw, takes full damage, moves back, and gets stunned.
passes the Reflex Saving throw, takes half damage, and isn't stunned.

DC = 5 + attacking character's level + attacking character's charisma and wisdom modifiers. Universal power.

FORCE WHIRLWIND

PREREQUISITE: Jedi Level 9

BASE COST: 30

Fail the Reflex Saving throw, and you take 1/3 of the attacking character level in damage every 2 seconds for 12 seconds. The target is spun around in a whirlwind for 12 seconds and cannot perform any actions. DC = 5 + attacking character's level + attacking character's charisma and wisdom modifiers. A successful save means the opponent is not affected by this power. This power does not affect droids equipped with energy shield hardware. Universal power.

FORCE WAVE

PREREQUISITE: Jedi Level 15

BASE COST: 30

All enemies within 15 meters of the caster:

are pushed back 5 meters.
fall to the ground and are stunned for 6 seconds.
also suffer equal to one and a half times the attacking character's level.

Pass the Reflex Saving Throw and take half damage and no effect to this power. DC = 5 + attacking character's level + attacking character's charisma and wisdom modifiers. Universal power.

FORCE RESISTANCE

FORCE RESISTANCE

PREREQUISITE: Level 9

BASE COST: 25

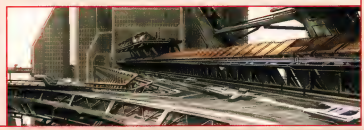
Attacking Jedi formula–d20 + level. Defending Jedi formula–DC 10 + level. If the attacking Jedi has a higher number than the defending Jedi, the Force power affects the defending Jedi. If the defending Jedi has a higher number than the attacking Jedi, the Force power does not affect the defending Jedi. This power lasts 60 seconds.Universal power. Restricted by armor.

FORCE IMMUNITY

PREREQUISITE: Level 15

BASE COST: 25

Attacking Jedi formula–d20 + level. Defending Jedi formula–DC 15 + level. If the attacking Jedi has a higher number than the defending Jedi, the Force power affects the defending Jedi. If the defending Jedi has a higher number than the attacking Jedi, the Force power does not affect the defending Jedi. This power lasts 60 seconds.Universal power. Restricted by armor.



FORCE SCREAM

FORCE SCREAM

PREREQUISITE: Jedi Level 1

BASE COST: 25

This power harms all enemies within 10 meters in front of the attacker. Deals 3–18 points of damage.

Reduces attributes by 2. A successful Will Save reduces the damage by half and cancels the attribute damage. DC = 5 + attacking character's level + attacking character's charisma and wisdom modifiers. Dark side power.

IMPROVED FORCE SCREAM

PREREQUISITE: Jedi Level 9

BASE COST: 25

This power harms all enemies within 10 meters in front of the attacker. Deals 5–30 points of damage.

Reduces attributes by 4. A successful Will Save reduces the damage by half and cancels the attribute damage. DC = 5 + attacking character's level + attacking character's charisma and wisdom modifiers. Dark side power.

MASTER FORCE SCREAM

PREREQUISITE: Jedi Level 15

BASE COST: 25

This power harms all enemies within 10 meters in front of the attacker. Deals 7–42 points of damage.

Reduces attributes by 6. A successful Will Save reduces the damage by half and cancels the attribute damage. DC = 5 + attacking character's level + attacking character's charisma and wisdom modifiers. Dark side power.

FORCE SIGHT

PREREQUISITE: Jedi Level 3

BASE COST: 15

This power can only be learned from Visas Marr on the *Ebon Hawk*. Grants the Jedi the ability to see through some obstacles. Allows the player to see NPC alignments. Universal power.

FORCE SUPPRESSION

FORCE SUPPRESSION

PREREQUISITE: Jedi Level 9

BASE COST: 30

This power cancels first- and second-tier Force powers active on the target: Burst of Speed, Knight Speed, Energy Resistance, Improved Energy Resistance, Force Aura, Force Shield, Force Resistance, Force Valor, Knight Valor, Battle Meditation, Improved Battle Meditation, Force Barrier, Improved Force Barrier, Force Body, Improved Force Body, Fury, Improved Fury, Inspire Followers I–III. Universal power. Restricted by armor.

FORCE BREACH

PREREQUISITE: Jedi Level 15

BASE COST: 30

This power will cancel any Force powers active on the target: Burst of Speed, Knight Speed, Master Speed, Energy Resistance, Improved Energy Resistance, Master Energy Resistance, Force Aura, Force Shield, Force Armor, Force Resistance, Force Immunity, Force Valor, Knight Valor, Master Valor, Battle Meditation, Improved Battle Meditation, Master Battle Meditation, Force Barrier, Improved Force Barrier, Master Force Barrier, Force Body, Improved Force Body, Master Force Body, Fury, Improved Fury, Master Fury, Inspire Followers I–VI. Universal power. Restricted by armor.

FORCE VALOR

FORCE VALOR

PREREQUISITE: Level 1

BASE COST: 25

This power grants a +2 to all attributes, grants a +2 to Saving Throws, affects all party members, and lasts 20 seconds. Light side power. Restricted by armor.

KNIGHT VALOR

PREREQUISITE: Level 9

BASE COST: 25

This power grants a +3 to all attributes, grants a +3 to Saving Throws, affects all party members, grants immunity to poison, replaces the bonuses from Force Valor, and lasts 20 seconds. Light side power. Restricted by armor.

MASTER VALOR

PREREQUISITE: Level 15

BASE COST: 25

This power grants a +5 to all attributes, grants a +5 to Saving Throws, affects all party members, grants immunity to poison, replaces the bonuses from Knight Force Valor, and lasts 20 seconds. Light side power. Restricted by armor.

FURY

FURY

PREREQUISITE: Level 1 Sith Marauder

BASE COST: 30

While in Fury:

character gains +2 strength.
character gains +1 vitality point per level.
character gains +1 to Fortitude Saves.
character gains +1 to Will Saves.
you are immune to Paralysis effects.
you are immune to Stasis effects.
you get a +1 to damage for every enemy you kill.
character takes a -2 to defense.

Fury lasts 30 seconds. Dark side power.

IMPROVED FURY

PREREQUISITE: Level 5 Sith Marauder

BASE COST: 30

While in Fury:

character gains +4 strength.
character gains +2 vitality points per level.
character gains +2 to Fortitude Saves.
character gains +2 to Will Saves.
you are immune to Paralysis effects.
you are immune to Stasis effects.
you get a +1 to damage for every enemy you kill.
character takes a -4 to defense.

Fury lasts 60 seconds. Dark side power.

MASTER FURY

PREREQUISITE: Level 9 Sith Marauder

BASE COST: 30

Character must be a Sith Marauder.

While in Fury:

character gains +6 strength.
character gains +3 vitality points per level.
character gains +3 to Fortitude Saves.
character gains +3 to Will Saves.
you are immune to Paralysis effects.
you are immune to Stasis effects.
you get a +1 to damage for every enemy you kill.
character takes a -6 to defense.

Fury lasts 60 seconds. Dark Side Power.

HEAL

HEAL

PREREQUISITE: Level 6

BASE COST: 30

Heals all party members within 15 meters. Heals: 5 + 1 point for every charisma and wisdom modifier and character level. The Force power does not affect droids. Light side power.

IMPROVED HEAL

PREREQUISITE: Level 12

BASE COST: 30

Heals all party members within 15 meters. Heals: 10 + 1 point for every charisma and wisdom modifier and character level. Improved Heal neutralizes Poisons. The Force power does not affect droids. Light side power.

MASTER HEAL

PREREQUISITE: Level 18

BASE COST: 75

Heals all party members within 15 meters. Heals: 15 + 1 point for every charisma and wisdom modifier and character level. Master Heal neutralizes Poisons. Master Heal neutralizes Stun effects. The Force power does not affect droids. Light side power.

INSPIRE FOLLOWERS

INSPIRE FOLLOWERS 1

PREREQUISITE: Level 1 Jedi Master

BASE COST: 20

Grants +1 to hit, damage, and Will Saves. This power affects all party members and lasts 45 seconds. Light side power. Restricted by armor.

INSPIRE FOLLOWERS 2

PREREQUISITE: Level 5 Jedi Master

BASE COST: 20

Grants +2 to hit, damage, and Will Saves. This power affects all party members and lasts 45 seconds. Light side power. Restricted by armor.

INSPIRE FOLLOWERS 3

PREREQUISITE: Level 9 Jedi Master

BASE COST: 20

Grants +3 to hit, damage, and Will Saves. This power affects all party members and lasts 45 seconds. Light side power. Restricted by armor.

INSPIRE FOLLOWERS 4

PREREQUISITE: Level 13 Jedi Master

BASE COST: 20

Grants +4 to hit, damage, and Will Saves. This power affects all party members and lasts 45 seconds. Light side power. Restricted by armor.

INSPIRE FOLLOWERS 5

PREREQUISITE: Level 17 Jedi Master

BASE COST: 20

Grants +5 to hit, damage, and Will Saves. This power affects all party members and lasts 45 seconds. Light side power. Restricted by armor.

INSPIRE FOLLOWERS 6

PREREQUISITE: Level 21 Jedi Master

BASE COST: 20

Grants +6 to hit, damage, and Will Saves. This power affects all party members and lasts 45 seconds. Light side power. Restricted by armor.

MIND TRICK

MIND TRICK

PREREQUISITE: Level 1

BASE COST: 20

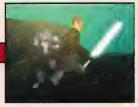
Mind Trick can distract a target if they fail a Will Save. Will DC = 5 + attacking character's wisdom and charisma modifiers. If the target fails the Saving Throw, they are distracted for 30 seconds. They become undistracted if the player gets too close or if the player interacts with the target. If in stealth mode, this power will *not* take you out of stealth mode. This power does not affect droids. Universal power.

FORCE CONFUSION

PREREQUISITE: Level 12

BASE COST: 30

This power makes the Confused target attack for the player and lasts 30 seconds. Will DC = character's level + attacking character wisdom and charisma modifiers. This power only works on one target at a time and does not affect droids. Universal power.



MOBILITY

PREREQUISITE: Level 4

Character moves 10% faster than normal.

PRECOGNITION

PREREQUISITE: Jedi Level 1

BASE COST: 0

Warns the Jedi before they enter extreme danger. These warnings are very rare. This power is always active. Universal power.

REVITALIZE

REVITALIZE

PREREQUISITE: Level 9

BASE COST: 50

Brings closest fallen ally back to life (does not work on droids). They should have 5 percent of their max vitality points when Revitalized. Light side power. Restricted by armor.

IMPROVED REVITALIZE

PREREQUISITE: Level 15

BASE COST: 50

Brings all allies back to life (does not work on droids). They should have 5 percent of their max vitality points when Revitalized. Light side power. Restricted by armor.

MASTER REVITALIZED

PREREQUISITE: Level 21

BASE COST: 50

Brings all allies back to life (does not work on droids). They should have 10 percent of their max vitality points when Revitalized. Light side power. Restricted by armor.

SHOCK

SHOCK

PREREQUISITE: Jedi Level 1

BASE COST: 20

Damages target for 1–6 per character level. Max 10 levels (10–60). Fail the Will Saving Throw, take full damage. Pass the Will Saving Throw, take half damage. DC = 5 + attacking character's level + attacking character's charisma and wisdom modifiers. Dark side power. Restricted by armor.

LIGHTNING

PREREQUISITE: Jedi Level 9

BASE COST: 20

Attacks all hostiles 16 meters in front of the caster. Damages targets for 1–6 per character level. Max 10 levels (10–60). Fail the Will Saving Throw, take full damage. Pass the Will Saving Throw, take half damage. DC = 5 + attacking character's level + attacking character's charisma and wisdom modifiers. Dark side power. Restricted by armor.

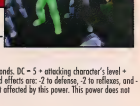
FORCE STORM

PREREQUISITE: Jedi Level 18

BASE COST: 20

This power affects all within a 10-meter radius of the target creature. Damages targets for 1–6 per character level. Max 10 levels (10–60). Also damages the target's FP equal to the damage to their vitality points. Fail the Will Saving Throw, take full damage. Pass the Will Saving Throw, take half damage. DC = 5 + attacking character's level + attacking character's charisma and wisdom modifiers. Dark side power. Restricted by armor.

SLOW



SLOW

PREREQUISITE: Jedi Level 1

BASE COST: 20

Fail Saving Throw vs. Will and opponent is slowed for 30 seconds. DC = 5 + attacking character's level + attacking character's charisma and wisdom modifiers. Slowed effects are: -2 to defense, -2 to reflexes, and -2 to attack rolls. A successful save means the opponent is not affected by this power. This power does not affect droids. Dark side power.

AFFLICTION

PREREQUISITE: Jedi Level 6

BASE COST: 20

Fail Saving Throw vs. Fortitude and opponent suffers as though poisoned. DC = 5 + attacking character's level + attacking character's charisma and wisdom modifiers. -7 to all physical attributes (1 point every 3 seconds for 21 seconds). Target is slowed for 12 seconds. A successful save means the opponent is not affected by this power. This power does not affect droids. Dark side power.

PLAGUE

PREREQUISITE: Jedi Level 12

BASE COST: 20

Fail Saving Throw vs. Fortitude and opponent suffers as though deathly ill from poison. DC = 100. -12 to all physical attributes (1 point every 1 second for 12 seconds).Target is slowed for 12 seconds. A successful save is impossible—it should never happen. This power does not affect droids. Dark side power. Restricted by armor.

STUN

STUN

PREREQUISITE: Jedi Level 1

BASE COST: 25

This power Stuns an opponent for 9 seconds if they fail a Fortitude Save. If the opponent is successful in the save, they are slowed for 9 seconds. DC = 5 + attacking character's level + attacking character's charisma and wisdom modifiers. This power does not affect droids. Light side power.

STASIS

PREREQUISITE: Level 9

BASE COST: 25

This power holds an opponent for 12 seconds if they fail a Fortitude Save. If the opponent is successful in the save, they are slowed for 12 seconds. DC = 5 + attacking character's level + attacking character's charisma and wisdom modifiers. This power does not affect droids. Light side power.

STASIS FIELD

PREREQUISITE: Level 15

BASE COST: 25

This power has a 10-meter radius effect from the target opponent it is cast on. The power holds the opponents for 12 seconds if they fail a Fortitude Save. If the opponent is successful in the save, they are slowed for 12 seconds. DC = 5 + attacking character's level + attacking character's charisma and wisdom modifiers. This power does not affect droids. Light side power. Restricted by armor.

STUN DROID

STUN DROID

PREREQUISITE: Jedi Level 1

BASE COST: 15

If the droid fails a Saving Throw vs. Fortitude, they are stunned for 12 seconds. DC = 5 + attacking character's level + attacking character's charisma and wisdom modifiers. A Save vs. Fortitude means they are not stunned and they take half damage. Light side power.

DISABLE DROID

PREREQUISITE: Jedi Level 6

BASE COST: 15

This affects droids in a 5-meter radius around the target droid. If they fail a Saving Throw vs. Fortitude, they are stunned for 12 seconds. DC = 5 + attacking character's level + attacking character's charisma and wisdom modifiers. A Save vs. Fortitude means they are not stunned and they take half damage. Light side power.

DESTROY DROID

PREREQUISITE: Jedi Level 12

BASE COST: 15

This affects droids in a 6-meter radius around the target droid. If they fail a Saving Throw vs. Fortitude, they are stunned for 12 seconds. 1–6 points of damage per attacking character's level. DC = 5 + attacking character's level + attacking character's charisma and wisdom modifiers. A Save vs. Fortitude means they are not stunned and they take half damage. Light side power.

THROW LIGHTSABER

THROW LIGHTSABER

PREREQUISITE: Jedi Level 1

BASE COST: 20

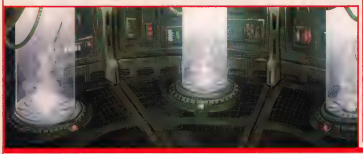
Target must be 5 or more meters away. Damage equals 1–6 per every two character levels. After the lightsaber is thrown, it always comes back. Universal power. Requires lightsaber.

ADVANCED THROW LIGHTSABER

PREREQUISITE: Jedi Level 9

BASE COST: 20

This power allows the character to attack up to three targets. The first target must be 5 or more meters away. Each additional target must be within 5 meters of the previous one. Damage equals 1–6 per every two character levels. After the lightsaber is thrown, it always comes back. Universal power. Requires lightsaber.



WOUND

WOUND

PREREQUISITE: Jedi Level 1

BASE COST: 20

Full Saving Throw vs. Fortitude, opponent is choked for 6 seconds. Damage: Opponent takes 2/3 of the attacking character's level every 2 seconds. DC = 5 + attacking character's level + attacking character's charisma and wisdom modifiers. A successful Fortitude Save means the opponent takes no damage. This power does not affect droids. Dark side power.

CHOKE

PREREQUISITE: Jedi Level 9

BASE COST: 20

If an opponent fails a Saving Throw vs. Fortitude, they are choked for 6 seconds and suffer ability drain for 24 seconds. A successful Fortitude Save means the opponent takes no damage. Damage: Opponent takes 2/3 of the attacking character's level every 2 seconds. DC = 5 + attacking character's level + attacking character's charisma and wisdom modifiers. -4 to constitution, -4 to dexterity, -4 to strength. This power does not affect droids. Dark side power.

KILL

PREREQUISITE: Jedi Level 12

BASE COST: 20

If an opponent fails a Saving Throw vs. Fortitude, they are choked for 6 seconds and take damage equal to half of their maximum vitality points. If the opponent is successful in the Saving Throw, they take damage equal to the attacking character's level. DC = 5 + attacking character's level + attacking character's charisma and wisdom modifiers.

This power does not affect droids. Dark side power.

APPENDIX XI:
FORCE FORMS

CLASS NAME: BASIC

Class Name	Shii-Cho	Makashi	Soresu	Force Channel
Jedi Consular	Level 7	Level 10	Level 12	Level 8
Jedi Guardian	Level 7	Level 8	Level 10	Level 12
Jedi Sentinel	Level 7	Level 12	Level 8	Level 10

J.M. = Jedi Master

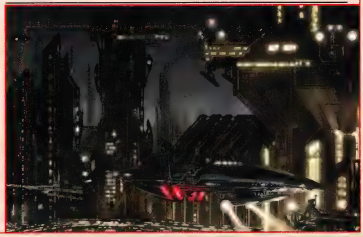
CLASS NAME: ADVANCED

Class Name	Ataru	Shien	Niman	Juyo
Jedi Consular	–	–	–	–
Jedi Guardian	First J.M.	Second J.M.	–	Third J.M.
Jedi Sentinel	Second J.M.	First J.M.	Third J.M.	–
Jedi Master	–	–	–	–
Jedi Watchman	Second J.M.	First J.M.	Third J.M.	–
Jedi Weapon Master	First J.M. Third J.M.	Second J.M.	–	
Sith Assassin	Second J.M.	First J.M.	Third J.M.	–
Sith Lord	–	–	–	–
Sith Marauder	First J.M.	Second J.M.	–	Third J.M.

CLASS NAME: FORCE

Class Name	Potency	Affinity	Mastery
Jedi Consular	First J.M.	Second J.M.	Third J.M.
Jedi Master	First J.M.	Second J.M.	Third J.M.
Sith Lord	First J.M.	Second J.M.	Third J.M.

Class Name	Total Forms
Jedi Sentinel	7
Jedi Guardian	7
Jedi Consular	7
Jedi Watchman	7
Jedi Master	7
Jedi Weapon Master	7
Sith Assassin	7
Sith Lord	7
Sith Marauder	7



Forms: Basic Form Bonus

Shii-Cho
Attack modifier: +1
Defense: +3
Defense vs. current target: -3

Makashi
Attack modifier: +3 with lightsaber
Damage: +3
Blaster bolt deflection: -5
Saves vs. Force powers: +2

Soresu
Defense vs. current target: +2
Blaster bolt deflection: +4
Weapon threat range: -1

Force Channel
FP Regeneration: +50% (noncombat)
Force power damage: +3
Saves vs. Force powers: +2

Forms: Advanced Form Bonus

Ataru
Defense: -2
Defense vs. current target: +5
Blaster bolt deflection: -4
Weapon threat range: -1

Shien
Attack Modifier: +2
Defense vs. current target: -5
Blaster bolt deflection: +2
Critical multiplier: +1

Niman
Attack Modifier: +1
Defense: +1
Blaster bolt deflection: +1
Saves vs. Force powers: +1

Juyo
Defense: -4
Defense vs. current target: +2
Saves vs. Force powers: -4
Attacks per round: +1
Critical hit attack modifier: +4

Forms: Force Form Bonus

Force Potency
Force power damage: +30%
FP cost: +20%

Force Affinity
FP Regenerate during combat

Force Mastery
Force power duration: +50%
Opponents' Saves vs. Force powers: -2
Saves vs. Force powers: -4
FP cost: +20%

APPENDIX XII:
PARTY MEMBERS' PATHS OF DESTINY

T3-M4: Companion Quest Information

SCRAP METAL COLLECTION

Before you rebuild HK-47, talk to T3-M4 about the location of the various parts to construct the assassin droid. After you rebuild HK-47 and have interacted with it, move to T3-M4 and ask about the assassin droid. With high/low influence, T3-M4 admits to scavenging from parts across the galaxy.

Award: 500 XP

"YOU LOOK LIKE YOU'VE SUFFERED A LOT OF DAMAGE OVER THE YEARS."

There are light and dark reactions to this line of questioning:

"Well, I'm sure you'll gain that skill back. I'm glad to have you along."

"Pray you don't lose any more of your functionality, or I'll sell you for parts."

When this conversation ends, ask T3-M4 if you can fix its processor (you need Computer Use and Repair skills of greater than 0). A new line of options then begins.

REPAIRING T3-M4

Stage 1: With moderately high/low influence and a Repair/Computer Use skill of 8 or more, you can begin an initial diagnostic. Success leads to an award: +1 CON (Repair) and +1 INT (Computer), 250 XP.

Stage 2: With high/low influence and a Repair/Computer Use skill of 14 or more, you can begin another diagnostic. Success leads to an award: +1 DEX (Repair) and +1 INT (Computer), 500 XP.

Stage 3: With high/low influence and a Repair/Computer Use skill of 20 or more, you can begin another diagnostic. Success leads to an award: +1 DEX, +1 CON (Repair) and +1 INT, +1 WIS (Computer), 750 XP.

Stage 4: With very high/low influence, and when the first three stages are complete, you acquire the Moving Meditation technique, allowing you to operate on T3-M4; you can heal your Force points and repair the droid at the same time.

COMPUTER SPIKE WHEN SPOKEN TO

Any time you talk to T3-M4, you can request a computer spike from him. Use these at terminals, workbenches, or sell them to vendors (these can be continuously made and sold for an infinite number of credits if your patience is high).

EXTRA DIALOG OPTIONS

With a high player character intelligence (14 or more) or Computer Use, you can ask, (Intelligence) "How did you get here, T3?"

With a high/low influence, you can ask, "What's wrong with the astrogation system?"

HOLOGRAMMATICAL ERRORS

With a high Computer Use skill (10 or more), you can ask, [Computer] "You're deliberately avoiding answering—why?" This leads to one of two possible choices:

[Computer] "Let me check your core. I'll be careful." (Influence gain).

[Computer] "That does it. I'm going to rip out your module and get some answers there." (Influence lost).

After this there is a light side and dark side option:

- "I want to make sure you're all right. Just let me check, all right?" (Influence gain).
- "I don't care what damage it could cause—I want to know what you're hiding." (Influence lost).

After this, you can gain additional dialog regarding Darth Revan if your Computer Use is 15 or more:

If Revan was male and good: A hologram of Bastilla appears in Jedi robes, talking about good Revan disappearing.

If Revan was male and evil: A hologram of Bastilla appears in Jedi robes, talking about evil Revan disappearing.

If Revan was female and good: A hologram of Carth Onasi appears in a new outfit, talking about good Revan disappearing.

If Revan was female and evil: A hologram of Carth Onasi appears in an old outfit, talking about evil Revan as the original party heads to the Unknown World before she kills him.

"FRIEND OF YOURS?"

When you reach the end of the "Holographmatical Errors" sequence, you have a one-time chance to ask T3 about "Friend of yours?" Choose from one of two options:

- "That long ago? Sorry to hear it."
- "Then leave them buried in the past, where they belong."

Then, choose an option regarding the hologram you just witnessed:

- "Don't be sorry—maybe you had a good reason or were trying to protect someone."
- "Save your apologies for someone who cares. Just don't delete anything else unless I order you to."

By now, your character realizes T3-M4 has been searching for you. You can add or subtract to/from your influence even more by choosing the following dialog options:

- "I'm honored, T3. I will do what I can to stop this threat."
- "When this journey is done, you will pay for what you have done and for all you have put me through."

Arré:

- "But you did help—you found us, T3. If we can stop the Sith…then there is hope after all."
- "You were able to gather us. And together, we can crush the Sith…and anyone else in our way."

THE JEDI MASTERS

Should you interrogate T3-M4 about the Jedi Masters scattered across the galaxy, the droid informs you about them in turn, including information on whether they are dead or alive. After you view them, you can question T3-M4 about why he downloaded this information:

- "Oh, I'm not angry. I wish you'd wiped the database before you left."
- "Well, be careful about going into unauthorized systems. Don't want you getting hurt."
- "If you do that again, I'll have your memory wiped. Understand?"
- "Next time, don't do anything without an order from me, or I'll turn you into scrap."

ALL CREDIT TO KODIN

If you've sold T3-M4 to Kodin on Nar Shaddaa, and after the droid returns to your party, you have an opportunity to lose further influence:

- [Persuade] "Want me to give you a memory wipe?"

AFTER AN AUDIENCE WITH ATRIS

The following light and dark options are available if you talk to T3-M4 before leaving Atris' Jedi academy on Telos. The light side gains influence, and the dark side loses it:

- "It wasn't your fault they took the ship, T3."
- "Look, I'm just glad I found you."
- "Don't waste my time with excuses."

EBON HAWK CONVERSATION

Ask T3-M4, "How's the *Ebon Hawk*?" There are some light and dark dialog choices (plus influence gain/loss) to make:

- "Good job—glad to hear it."
- "T3, I really appreciate your help."
- "Keep up the routine maintenance. If something goes wrong, I'll hold you responsible."
- "Just be sure it stays that way, or we'll be using you for spare parts."

ASTROGATION WITH THE ASTROMECH

After you speak to Attan Rand and learn that T3-M4 is responsible for the astrogation system, a new dialog option is available: "T3, what's wrong with the astrogation system?" Light and dark side responses are now available:

- "No, I'm not planning to leave you behind, but it happens." (Influence gained).
- "I *might*. So repair it, or else." (Influence lost).
- "If you question me on this again, I'll turn you into scrap." (Influence lost).

Kreia: Companion Quest Information

Very well, Exile is a Jedi always. Yes!
The knowledge has already been imparted to you. Upon our journey, the pieces shall fall into place.

GAINING A PRESTIGE CLASS

When you reach Level 15 and your alignment is 75 percent or more toward pure light or dark side (check the character backdrop and meter in your inventory), talk to Kreia about choosing a Jedi Prestige class. You may choose any of those mentioned in the "Training" section, but we recommend that you pick a Prestige class that matches the way you've played the game up until this point. You now gain levels as this Prestige character from now on.

PICKING A SIDE

If you are heading toward the light or dark side, check your character backdrop: there are light/dark side points and influence to earn. When your bar is two-thirds of the way to light/dark, new dialog options appear.

Choose any answer except, "I shall view you as disposable, then."

Choose any answer except, "I will not betray my companions like the Jedi."

VISAS AND KREIA

Kreia reacts to the arrival of Visas when she appears in your party select inventory screen, and her response varies depending on whether you are male or female and light or dark. Kreia's influence varies too; the following responses shift her influence the most:

"Ties to her master, perhaps. And I intend to follow that bond to its source when the opportunity presents itself." (Influence gain).

"I think I can help her. She doesn't seem…evil."

"Trust me, all I wanted was her lightsaber."

Two additional responses are available if your intelligence or awareness is over 14, respectively:

(Intelligence or Awareness) "Well, if her people all see through the Force, than maybe someone wanted to blind them."

GRUMBLING AND MURMURING

When the disciple (female PC) or handmaiden (male PC) joins your party, Kreia's demeanor shifts negatively. When she starts talking about influence, you can add light/dark points with the following responses:

"They're my friends, not my followers."

"They are your friends, too—maybe you could learn to see them that way, rather than as followers."

"They are my friends, not tools."

"I deserve such obedience—from them *and* you."

"You have a point. I will reflect upon this."

"I will think upon how my allies may be used, then."

Continue this through to learn that perhaps Kreia knows more of Revan, and follow this line of questioning:

"I had questions about how Revan amassed such a huge force against the Republic."

"Did you know Revan?"

THE JEDI MASTERS

A new line of questioning is available after you locate all the Jedi Masters, and Kreia will speak. She also speaks if you slay the last Jedi Master

THE MASTER OF VISAS MARR

When Visas is in your party, ask Kreia about Visas' homeworld. In addition, when your line of questioning with Visas opens up dialog that mentions her master, ask Kreia about Visas' master and she eventually mentions your possible need to sacrifice her. There are three options to consider here:

"I will never do such a thing." (Influence lost).

"If that is what must be done for victory, then I will do so." (Small dark side gain, influence gained).

"Perhaps I can convince her to sacrifice herself…that would be a twin victory, I think." (Large dark side gain, influence gained).

TELL ME ABOUT HER MOTHER

For male player characters only, when the handmaiden is in your party and you've had the conversation about the handmaiden's mother, move to Kreia and ask her about it. This is necessary to complete the handmaiden's path to becoming a Jedi.

HANDMAIDEN AND KREIA

Kreia is also at odds with the handmaiden joining your party. When you confront Kreia, there are a number of options to consider:

"I trust her. She is here to help us, and allies should stand together."

"She has offered to help us, so show her the same respect I show you."

"I do not see the handmaiden as an enemy, and neither should you." (Influence lost).

"Then perhaps we should stop talking about it and simply eliminate her."

"I will keep that in mind—and watch the handmaiden carefully." (Influence gained).

"Agreed. We need every tool we can get if Atris tries anything." (Influence gained).

PEERING INTO THE MINDS OF OTHERS

When Visas is in your party, ask her about her eyesight and also ask Kreia about her vision. This leads to a discussion on telepathy and influence gaining. Award: Bonus Force Points, +1 Awareness; 500 XP.

When you achieve this, return to talk to Kreia when you reach Level 15. Converse with her about telepathy again for the ability to read the minds of your party. More influence is gained. Award: Bonus Force Points; 500 XP; and Thought Check ability on Visas Marr, disciple, handmaiden, Mira, Atton, and Bao-Dur.

When this is over, you have learned and can talk about Atton's ability to play Pazaak in his head.

SKILL AND INFLUENCE

After you read minds and reach Level 15, talk to Kreia about what else she can teach you about the Force. She asks you what your most and least proficient skills are and asks that you return after you acquire skills in your least impressive one. Comply and return for a reward: Influence Gain, Bonus Force Points, and XP bonus (varies).

After this, talk to Kreia about any of the Force and lightsaber forms you have learned.

LET THERE BE LIGHTSABERS

If you haven't already made a lightsaber with Bao-Dur's help, ask Kreia about what is involved. There are light and dark options to select when asked about this weapon:

"To defend you and my allies."

"The lightsaber is a symbol of the Jedi. It inspires others, gives them hope."

"A lightsaber is the most powerful weapon a Sith can wield—that is reason enough."

"It represents power—and it can help me slaughter enemies quicker, faster."

JEDI OR SITH?

Asking Kreia, "Kreia, what are you—are you a Jedi, a Sith?" elects a refusal to comment. But there are more comments you can make:

INT 13+: "Then what were you?"

INT 14-17: "To ally myself with someone without knowing their allegiance is unwise."

If your intelligence is less than 13, you only receive a successful answer if you have a very high/low influence with Kreia. Award: 1,000 XP and movie revelations!

"DID YOU KNOW ATRIS AT ALL?"

With a moderately high or low influence and a meeting already with Atris on Telos, ask Kreia "Did you know Atris at all?" When successful, you receive an award and questions about her training Darth Revan. Award: 500 XP, Revan conversations.

"DO YOU KNOW ANYTHING OF THE SITH THAT PURSUE US?"

With a high or low influence, you can ask Kreia, "Do you know anything of the Sith that pursue us?" Her response includes information on Sion, Traya, and Nihilus.

REVAN REVELATIONS

With a moderately high or low influence, and after handmaiden or disciple join your party, you can ask, "I had questions about how Revan amassed such a huge force against the Republic." The response is most interesting. This can lead to a second question ("Did you know Revan?"), as can a response concerning Atris (see above). Award: 500 XP.

One final question is available in this story arc, but it requires extremely high/low influence to activate it: "Did you teach Revan?" You receive an influence gain after the answer. Award: 1,000 XP.

This line of questioning can conclude with the question, "How come none of Atris and the Jedi Masters recall you?" This activates after you learn about Revan.

MAKING WOOKIEE

If Hanharr joins your party (you must be dark side) on Nar Shaddaa, talk to Kreia and she mentions "the lesson of strength." If you already talked to Hanharr about his life debt, you can answer Kreia immediately. If not, talk to Hanharr, then return to Kreia. This leads to some light and dark side responses:

"I think there is hope for the Jedi—and their code."

"There is weakness in the Jedi, and I have already cast them—and their beliefs—aside."

At the end of this conversation, you have two options: to accept the lesson of strength, or deny it. The awards are as follows:

Acceptance award: 500 XP, minor influence gain with Kreia, small dark side bonus, +2 STR.

Denial award: 1,000 XP, major influence gain with Kreia.

Atton Rand: Companion Quest Information

ATTON'S COMPANION QUEST

Part 1: Visit the Refugee Sector in Nar Shaddaa and locate two Twi'leks to begin this companion quest. There are light and dark side options, but whatever your choice, the conversation continues to the end.

Part 2: Your influence with Atton should be at a minor gain/loss to trigger a new conversation where Atton confesses to being a deserter.

Part 3: To trigger the next conversation, your influence should have a relatively large gain/loss. The conversation continues with Atton speaking about defecting at the time of the Mandalorian Wars.

Part 4: With a large influence gain/loss with Atton, persist with the line of questioning where Atton speaks about a Jedi who gave her life for him. When this chat ends, you can train Atton to become a Jedi Guardian, either immediately or later if you pick up the conversation again.

TURNING TO THE LIGHT OR DARKNESS

Atton can sense when you are turning to the light or dark side, and he has a unique conversation when you are at varying degrees of light or dark side.

INTERPARTY ANIMOSITY

Atton has a number of unique conversations depending on who has joined the party and what situations arise:

- If Hanharr has joined, Atton has something to say.
- If the handmaiden and Visas begin to fight with each other, Atton speaks up about "women trouble."
- If the handmaiden becomes annoyed at Atton spending too much time with Visas.
- If Mira loses her temper with the player character during her companion quest.
- After you find out about the Echani training at Atris' academy.

CEREBRAL PAZAAK

After the player character talks to Kreia and learns to telepathically hear people on the ship, ask Atton why he plays Pazaak in his head. Completely finish the conversation to receive a reward: A small bonus to Will-based saving throws.

Bao-Dur: Companion Quest Information

SPECIAL GREETINGS FOR THE GENERAL

When you first converse with Bao-Dur, he has a different greeting: "General. Need something?"

After you accrue enough light side points (usually around the time you leave Telos or shortly thereafter), a new line of conversation can occur where Bao-Dur begins with, "Hey, General. Are you all right?"

After you accrue enough dark side points (usually after leaving Nar Shaddaa if you're following the walkthrough, and if you've made consistently dark side choices), a new line of conversation can occur where Bao-Dur begins with, "Hey, General. I want to talk to you."

When you have moderate influence gain with Bao-Dur, watch for a new conversation greeting: "I didn't want to talk about the war, but can I ask you something?"

A bit later, after you gain a little more influence, Bao-Dur has a new greeting: "You know, I'm glad I found you again, General."

JEDI TEMPTATIONS

When you've gained a major influence with Bao-Dur and are light side or neutral, another line of questions opens up, beginning with: "Having you here has an effect on me, General. I never noticed it years ago. I think my mind was too occupied then." And: "I feel…calm. More in control. The anger is still there, but I can feel it drifting away."

During this dialog, you can offer to train Bao-Dur as a Jedi. If Bao-Dur's alignment is light side or neutral, he will agree.

Similarly, when you've gained a major influence with Bao-Dur and are dark side, Bao-Dur begins with, "Having you here has an effect on me, General. I never noticed it years ago. I think my mind was too occupied then." And: "I feel the anger boiling to the surface, as I once felt towards the Mandalorians, but now it is toward myself alone."

During this dialog, you can offer to train Bao-Dur as a Jedi. If Bao-Dur's alignment is dark, he will agree.

THE LIGHTSABER ASSEMBLY QUEST

After the lightsaber quest has begun (just after Telos, see the walkthrough for more details) ask Bao-Dur, "Do I have all the lightsaber parts I'll need?" Learn what is left to locate or have Bao-Dur construct the lightsaber to complete the quest.

SHIPMATES

When you find Bao-Dur tinkering on the *Ebon Hawk*, you can ask him, "What are you doing?"

AFTER THE DXUN TEMPTATION

Baa-Dur is one of many of your party who can be tempted to the dark side after visiting Dxun. This opens up a number of lines of questioning, such as:

"Did something happen to you on Dxun? You look unsettled." And: "Did something happen to you on Dxun? You seem a little calmer than normal."

REMOTE CONTROL

Baa-Dur has a small remote that floats around his person, and he decides to upgrade it throughout the adventure. At Level 8, Baa-Dur upgrades the remote's repair capability (excellent for helping other droids in combat). At Level 10, Baa-Dur upgrades the remote's laser.

THE DROID TINKERER

Baa-Dur can also approach the three droid companions you may have acquired during your adventure and tinker with them:

- T3-M4: Baa-Dur inspects this droid just after leaving Telos, upgrading the astromech droid. *Award:* T3-M4 +2 CON.
- G0-T0: Baa-Dur inspects this droid after you leave Nar Shaddaa, exit onto another planet's surface from the *Ebon Hawk*, then return to the ship. G0-T0 actually requests a service from Baa-Dur. *Award:* G0-T0 +2 DEX.
- HK-47: Baa-Dur actually requests and then improves HK-47's combat techniques after you activate the droid and he is in your party.

EXTRA PROTECTION

At any time you can request shields from Baa-Dur, which can add to your combat readiness or be sold for profit. Baa-Dur has a limitless supply of these and they vary in type.

COMBAT TRAINING

After you have a moderate to high/low influence on Baa-Dur, a number of combat conversation strings open, allowing you to train Baa-Dur in techniques, forms, and fighting moves.

INTERPARTY TRIBULATIONS

Aboard the *Ebon Hawk*, after you gain a moderate influence with Atton Rand and your character is female, Atton asks Baa-Dur about you.

Baa-Dur also confronts Kreia after you have a strong influence gain with him and after you've fallen significantly to the dark side.

When you have a slight influence gain with Mandalore and a strong gain with Baa-Dur, a confrontation between the two party members can occur.

MALACHOR V REVELATIONS

When you have a very high influence gain with Baa-Dur, he may talk to you about Malachor V. This can eventually lead to an ultimate sacrifice on the part of this Zabrak.

Handmaiden: Companion Quest Information

It is not important. My title and rank is of consequence, not my name. I take value in Atris' service, not in myself.
That is not all she says. She says she knows nothing of loyalty to any cause except that cause which benefits, and she told us why she fell to the dark side.

GAINING THE UPPER HAND

When speaking to the handmaiden, watch for a number of these key phrases if you are determined to gain minor light or dark side alignment changes:

- "She was right—you're lucky I don't kill you all."
- "Why does Atris allow me to walk freely? I could kill you all, easily."
- "There was glory in battle—and none among the Jedi."
- "So if I crushed Atris' skull into the floor, that might get to the heart of the matter?"
- "When the methods to inflict violence on others is limited, it weakens us all."
- "I agree. It shows how far you are willing to go for your goals."
- "Devotion? I prefer obedience. To a cause…and a master."
- "Your skill is impressive, as is your devotion to your training." (This activates when you ask about the last of the handmaidens and haven't heard a response from her sisters at the Telos Academy. You must be on the *Ebon Hawk*.)
- "Keep your opinions to yourself, or I will make you regret them." (This activates when you ask about the last of the handmaidens and about her name. You must be on the *Ebon Hawk*.)
- "As do all slaves. If you have no value to anyone but Atris, you have no value to me." (This activates when you ask about the last of the handmaidens and about her name. You must be on the *Ebon Hawk*.)
- "Battle is not the truth of the Jedi teachings—I believe it is the farthest thing from it."
- "Combat is not the best way to communicate with others."
- "Well, I have no wish to fight Atris."
- "I apologize. I meant no offense."
- "I went to war to protect others, not to fight."
- "If you are distracted and lack discipline, then you deserve your rank." (This activates when you ask about the last of the handmaidens and haven't heard a response from her sisters at the Telos Academy. You must be on the *Ebon Hawk*.)
- "There is some truth in what you say. Is that your judgment of me?" (This activates when you ask about the last of the handmaidens and about her name. You must be on the *Ebon Hawk*.)
- "You should take value in yourself as well." (This activates when you ask about the last of the handmaidens and about her name. You must be on the *Ebon Hawk*.)

FLEETING CONVERSATIONS

At the end of the conversation at Atris' academy or after one of the handmaiden's duels on the*Ebon Hawk*, she will ask you about the Force only once: "What does it feel like?"

She also asks you about your trial during the end of the first (or second) duel on the *Ebon Hawk*. There are options for light and dark awards and the ability to gain and lose influence.

Should you teeter on the brink of becoming pure light or dark side, the handmaiden's responses to questions will be different.

If your player character is male, you can, with the correct amount of influence gained through chats and adventuring, begin a small romance plot between yourself and the handmaiden.

ANTSY ABOUT ATRIS

On the *Ebon Hawk*, the handmaiden refuses to speak of Atris unless you have a moderately high or low influence with her. If you talk to the conversation's completion (which ends with, "I hope this generates some measure of trust between us"), you gain influence. There are light and dark responses:

- "I appreciate your trust—thank you for telling me."
- "I am grateful for your words, and for your assistance."
- "You know nothing of my choice—and do not presume to."
- "Then serve me—and serve me well, or you shall stand with me no longer."

The conversation about Atris is slightly different if you have a higher or lower influence with the handmaiden. If you talk to the conversation's completion (which ends with, "I hope this generates some measure of trust between us"), you gain influence. There are light and dark responses:

"If you have any others, you are always welcome to ask."

"Only fools fear questions—and their answers."

INTERPARTY ANIMOSITY

After Kreia attempts to sway the handmaiden by telling her that Visas is corrupting your character, the handmaiden becomes obstinate when you try to talk to her, offering comments such as, "Why are you here?" When you hear this, ask Atton about it; afterward, the handmaiden refuses to speak to you. Choose the following light and dark side responses:

"Because I believe she can be saved."

"She can lead me to those who seek to destroy me. Then I can confront them, and hopefully, stop them."

"And when she leads me to those who hunt me, I shall butcher her and her masters."

The talk you have with the handmaiden can also affect your influence with Visas—you gain influence with Visas if you say you can save the blind Jedi and defend her.

HANDMAIDEN: COMPANION QUEST PART 1

Encouraging the handmaiden toward the path of the Jedi takes some persuasion, and you must intently focus in on her for a while. The quest begins on the *Ebon Hawk* after the handmaiden joins your party. Visit the handmaiden in her chamber and begin a conversation where you challenge her to a series of duels. Each duel requires a different set of options you must follow, but most are unarmed and don't use Force powers. However, if powers aren't specified, you should use them!

If you aren't skilled in unarmed combat, create several medpacs prior to each fight. After each successful bout, you gain increasing influence up to the fifth and final fight, which grants you the largest influence gain.

If you fail any of the duels by cheating, you can explain why breaking the rules is an agreeable trait:

"Using whatever power at your disposal is the truth. And victory is the objective."

"I did it to teach you—not to humiliate you, that was simply an added bonus."

You receive an influence gain if you hear the handmaiden say (angrily, but realizes she is wrong): "There is truth in what you say. But the manner in which it was delivered is not welcome."

After you beat the handmaiden in every duel, and your influence is high or low, she talks about her father.

HANDMAIDEN: COMPANION QUEST PART 2

After you finish the dueling, request (with a moderately high or low influence) that the handmaiden don less revealing attire, and she will do so (providing you're not prancing about the *Ebon Hawk* in your undergarments). The robe she wears has not been seen before; ask who it belongs to. With correct influence, she mentions it was her mother's and that her mother was a Jedi Knight. You can start this conversation at any time if you see the handmaiden wearing these special robes. You may also learn about the handmaiden's mother with a moderate influence gain/loss and by asking, "So you have a different mother…but the same father?"

HANDMAIDEN: COMPANION QUEST PART 3

Speak to Kreia, who is most interested in the offspring of a Jedi, about the handmaiden's disclosure. She believes she shares her the handmaiden's mother's power. With high/low influence and with the knowledge from Kreia about the Jedi's bloodlines, you may convince the handmaiden to follow the path of the Jedi. There are light and dark responses:

"Because the Force runs strong in bloodlines, and you could learn to use it to help others."

"If I were to train you, than I might harm you—and I would not wish that."

"If you are certain, I will teach you what I know of the Jedi. Is that what you want?"

"You can use that same power, but take a stronger, darker path."

"The Jedi are dead—there is only me, and the truth I bring."

"I will teach you to harness the hollow places inside yourself—and use it for your own power."

From here, you train the handmaiden into becoming a formidable Jedi Guardian or Dark Jedi Guardian.

ENDGAME INFLUENCE

When you leave Telos after the battle on Citadel Station and after you've listened to the holorecord, you can gain or lose influence with handmaiden by stating the following:

"I don't care—you're going back." (Influence loss).

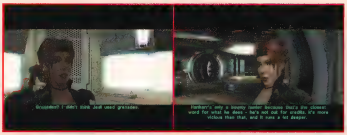
"Fine. Just stay out of our way." (Influence loss).

"I will take whatever help I can get." (Influence gain).

"Look, forget Atton. Take the regular quarters, we have enough room." (Influence gain).

"Don't let them bother you—we've just been through a lot." (Influence gain).

Mira: Companion Quest Information


Accomplice? I didn't think that word described me.
Another's help is usually better described as a leash. I used her what he does…he's not out for trouble, it's more vicious than that, and it runs a lot deeper.

MIRA'S REMARKS

If you're hurtling toward the dark side (check your character background color in the inventory), you spark a reaction from Mira when you're three-quarters toward the dark side.

Similarly, if you're three-quarters toward the light side, you start a unique conversation. If you have an influence preference for Atton and the disciple (female PC) or for Visas and the handmaiden (male PC) and both these characters have confronted each other, Mira chimes in with innuendo-laced comments. These can give influence gains on the appropriate people.

MIRA'S EXPLOSIVE PERSONALITY

Just like many of your party members, you can request a limitless number of items from Mira, such as grenades, which you can use or sell for infinite profit. Note that she only constructs nonlethal grenades unless your Persuade is over 10 or if your Demolitions is over 5 and you convince her otherwise.

JEDI COMPANION QUEST: "YOU SEEM RESTLESS."

The path to making Mira a Jedi requires an extremely high or low influence over her. When you're able, ask Mira why she feels restless. After this, remark, "You seem more comfortable here than on the *Ebon Hawk*." For the biggest influence, choose the line, "An interesting way of putting it. It's true." You now hear about Nar Shaddaa, which fits into the vision Kreia had (where she "felt Nar Shaddaa") just after you met the Twin Suns for the first time on Nar Shaddaa. Tell Mira about this vision and hope you have a very high/low influence or she isn't interested. If you convince her, she says, "Sure, show me." Take her to the same spot Kreia had the vision. A vision grips Mira, and she turns into a Jedi.

There are a few light and dark side responses when you take Mira to become a Jedi:

"No, but it may help you put life, and all its hopes, in perspective."

"You can learn to shut it out. There are Jedi techniques for calming the mind."

"I can train you, Mira. To become something greater—and to protect others."

"This is the potential all Jedi possess."

"Only if you want me to, Mira. I have shown you the way; I cannot force you down that path."

"Nothing is achieved without pain—either yours or someone else's."

"Don't shut it out—endure it, in all its pain, all its misery—and become stronger for it."

"Yes, you have no choice. You must learn power—and control."

These choices influence whether Mira becomes a Light or Dark Jedi and will award you with a large amount of light or dark side points. Mira also reacts to her Jedi abilities the next time you both converse.

DXUN TOMB TEMPTATION

If Mira was tempted on Dxun (or she fought that temptation) in the evil Sith temple, she has a number of responses depending on her alignment:

"You always had that strength, Mira." (Influence gain).

"Either have the strength or do not—but do not waste my time with your doubts." (Influence loss).

ANGUISH AND ANNOYANCE

"Were you raised on Nar Shaddaa?" This is a question to ask when you have a moderate influence gain/loss with Mira. Some of the responses elect a light or dark side point increase:

"I regret the loss of life at Malachor. But there was no choice left."

"The Mandalorians deserved to be crushed at Malachor—you should be pleased."

You can continue to pry into Mira's emotional background until she can stand it no more and refuses to speak to you. To really annoy her, you must figure out why she does what she does, which requires an Awareness of 10 or more, a sizable influence gain/loss, a wisdom of 14 or more, or an intelligence of 14 or more. If you talk to Atton again before Mira forgives you, you can talk to him about it too.

Until you straighten the disagreement out, when you try to talk to Mira again, she says, "What do you want now?" There's light and dark responses at this point:

"I wanted to apologize." (Minor influence gain).

"Still, I'm sorry you lost your family at Malachor." (Minor influence gain).

"All things are connected through the Force. From such acts of kindness, great things may come."

"If you shut the world out, there is no strength in that."

"The galaxy doesn't care for us, and it cannot be healed."

"Your anger is welcome—but direct that hate at our enemies, or I'll show you what hate is." (Minor influence loss).

"There is truth in strength and hatred—and little else."

Any other response in that selection gives a minor influence loss unless it ends with, "Don't know why I'm telling you this…"; this gives a minor influence gain.

WALKING CARPET BAGGING

The following two lines of questioning ("Tell me a little about Hanharr," and "What happened between you and Hanharr?") only receive an answer if you have a good influence gain/loss with Mira. There are light and dark side responses:

"It's good he broke free. Nothing deserves to be caged."

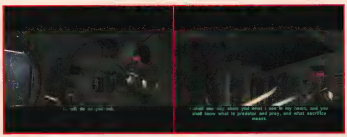
"If they weren't strong enough to hold him, then they deserved to die."

When Mira mentions that she saved Hanharr's life and you have a reasonably large influence gain/loss, she says, "I figured that would buy me enough time to move through them and get away." There are dark and light comments here:

"Sometimes it is stronger to spare a life than take it." (Influence loss).

"You paid the price for your weakness. When the time comes for a similar choice, do not hesitate to kill again." (Influence gain).

Hanharr: Companion Quest Information


kill, or…or you will.
…what you must, even what I see in my heart, and you shall learn what is predator and prey, and what sacrifice means.

GETTING RESPECT

When Hanharr first arrives atin your party and speaks to you, his conversation is disrespectful unless you choose "You will speak to me with respect, or I will break you." After this, Hanharr addresses you with, "What do you want, human?"

If you ever hear Hanharr use "Jeedai," you can then ask him why he uses that pronunciation.

WHOSE SIDE ARE YOU ON?

If you are heading toward the dark side (check your character background color in the inventory), you get a reaction from Hanharr when you're three-quarters of the way there. The same goes for when you're three-quarters light side.

HALTING THE WALKING CARPET

When you first board the *Ebon Hawk* with Hanharr aboard, he paces about the corridors. You can stop or start him in this routine by talking to him.

A WOOKIEE MISTAKE

You accrue light and dark influences and points when you engage Hanharr with "I heard you hunt humans."

"If you continue to cause that suffering, it will never end." (Influence lost).

"Not all humans are like the slavers who came to your world—you blame a species for the crimes of a few." (Influence lost).

"But still you serve me, as a slave should. You know your place."

"Any human that cannot stand against you deserves to die."

WHAT IS LOVE?

You can ask Hanharr about love after Visas and the handmaiden have their first fight or after Atton and the disciple have their first fight.

A WARRIOR'S PAST

You can ask, "Why do you wear shackles?" with a similar influence on Hanharr. There are light and dark options:

"What they did to you and your tribe was wrong—life is not a commodity." (Influence lost).

"Yet somehow, they were strong enough to cage you—as it should be." (Influence gain).

"Perhaps you are weak in that you allowed the shackles to be placed at all." (Influence gain).

Award: 500 XP

With a slightly larger influence gain/loss, you can begin with, "You can't have been the only slave Czerka took from your world." The end of this line of questioning results in light and dark choices.

"For all the evil you have done, Hanharr, there is hope of redemption for you." (Influence lost).

"Even if your tribe cannot forgive you, I will."

"You lessen an act of slaughter by thinking it was salvation." (Influence gain).

"The only truth is that you killed your tribe because they were weak—which is what they deserved." (Influence gain).

Award: 500 XP

At the end of this conversation string, you have two different responses:

"What you did to your own tribe, Hanharr—it was wrong."

"What you did to your people was madness—yet there was strength in it."

When you have a very high/low influence with Hanharr, this leads to a conversation path appears in whichwhere Hanharr challenges you to explain what you did during the Mandalorian Wars. Again, your responses result in light/dark side and influence changes:

"And I regret every death, Jedi and Mandalorian, to this day." (Influence lost).

"If you think such deaths bother me, they do not." (Influence gain).

"Everyone at Malachor died because they had to—and I would destroy them all again, gladly." (Influence gain).

AWARD: 1,000 XP and +1 WIS (player character)

HANHARR THE FOLLOWER

When you ask, "Why do you follow me?" expect one of two responses, depending on whether you are light side ("You… spared my life") or dark ("Because the weak must obey the strong"). The chat continues with, "What debt are you talking about?" Hanharr explains this briefly, but he won't go any deeper unless you have an exceptionally large influence gain/loss. If this occurs, you can convince Hanharr to forsake his life debt.

Award: 1,000 XP, +2 STR and -2 INT to Hanharr

MANHANDLING MIRA

When you ask, "Why did you kill Mira?" but don't have enough influence (you need a moderate amount), you actually gain a small influence with Hanharr with the following prerequisites (choose either the Awareness or Persuade option):

Have an Awareness of 12 or more to detect if Hanharr is lying.

"So you killed her because she would not? Her choice is to be admired, not hated." (Minor influence loss).

"And you were angry at her weakness—and rightfully so." (Minor influence gain).

Have a Persuade of 10 or more to allow two additional responses:

"Humans don't generally do that as an insult—I think you mistook her intentions." (Minor influence loss).

"If Mira spared your life, it was more likely to humiliate you before others than mercy." (Minor influence gain).

If you do have the influence needed, then Hanharr explains why he killed Mira. However, unless you know that Hanharr murdered his own people, the conversation stops. But there is a chance for two new options:

Awareness of 15 or more: (Awareness) "I don't believe you. It is not the hunt that drives you."

"She did not make you a slave—instead, she denied you freedom, death."

The conversation continues to its conclusion and a pledge between you both, with a reward: 1,000 XP +1 CON (Hanharr, yourself).

TEST OF STRENGTH

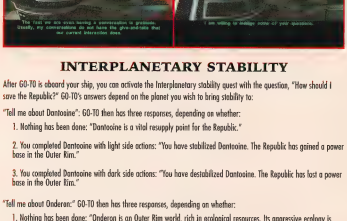
You can ask Hanharr what the source of his strength is after you talk to Kreia about why he's on board. For this line of questioning, you need a high influence gain/loss.

After you complete the conversations above, talk to Kreia. When Kreia asks you to learn the lesson of strength from Hanharr, answer her as soon as you learn of Hanharr's life debt. There are two rewards:

Learn the lesson: +1 CON, +2 STR

Turn away: +2 WIS

G0-T0: Companion Quest Information


The last we are ever having a conversation is graduate.
Finally, my conversations do not have the gha-ardable that
our current interview does.
I am willing to oblige some of your questions.

INTERPLANETARY STABILITY

After G0-T0 is aboard your ship, you can activate the Interplanetary stability quest with the question, "How should I save the Republic?" G0-T0's answers depend on the planet you wish to bring stability to:

"Tell me about Dantooine": G0-T0 then has three responses, depending on whether:

1. Nothing has been done: "Dantooine is a vital resupply point for the Republic."

2. You completed Dantooine with light side actions: "You have stabilized Dantooine. The Republic has gained a power base in the Outer Rim."

3. You completed Dantooine with dark side actions: "You have destabilized Dantooine. The Republic has lost a power base in the Outer Rim."

"Tell me about Onderon:" G0-T0 then has three responses, depending on whether:

1. Nothing has been done: "Onderon is an Outer Rim world, rich in ecological resources. Its aggressive ecology is capable of bringing devastated worlds back to life."

2. You sided with Talia: "The political situation on Onderon has stabilized. Onderon will now remain within the Republic."

3. You sided with Vokla: "The political situation on Onderon has stabilized. Onderon will secede from the Republic, denying the ecosystems and life required for the other decaying worlds."

"Tell me about Telos:" Although conversation begins, this planet cannot be stabilized until G0-T0 is unavailable to speak to.

Speak to G0-T0 and tell him of your actions on Onderon and Dantooine, and you receive a reward. Note that you must finish each planet (returning to Onderon for a second time) in either a dark or light style for a payment to be made. Award: 2,000 credits per planet (total: two planets).

REQUEST PAYMENT: EFFECTIVE IMMEDIATELY

After you begin the "Interplanetary Stability" quest, you can elect some light and dark responses and have influence gains and losses, as long as you start with, "Maybe if you pay me, I can take care of all those things, one system at a time." There are three options:

"I don't want a reward—helping the people of those systems is enough." (Medium influence lost).

"A Jedi's life is sacrifice, not gain." (Medium influence loss).

"Then that is all I needed to hear." (Small influence gain).

"I will do what has to be done, no matter what the cost." (Medium influence gain).

"If I have to kill everyone to do it, you'll get your stability." (Large influence gain).

Award: 2,000 credits per planet (total: two planets).

HUNTER-KILLER HINTS

When you see the lines, "Do you know anything about the HK droids sent after me?" and "You mean they're going to come after me?" try these different conversations if HK-47 is in the party:

"Now…is there something else you wished to know, or do you wish to waste more of my time?"

"Why don't you ask their predecessor? That archaic memory-impaired assassination droid will know more about his subsequent generations than I would."

A FLOATING ASSET OR SNEAKY AND USELESS?

A quick way to gain/lose influence with Goto/GO-TO is asking what skills he/it has. Your conclusions can be chosen from the following:

"Those can all prove an asset. Good to have you standing with us—I mean, floating with us." (Influence gain).

"So you're sneaky and confusing? You sound pretty useless." (Influence loss).

There are light and dark responses too:

"That is my goal as well—to help the Republic, help its people."

"I do not wish the Republic to survive—I wish it to die."

DROID REVELATIONS

When you learn that Goto is in fact a droid named GO-TO, you have a different response to the following question: "Where is your base of operations?"

1. Don't know Goto's secret: [Chiding] "Now, now, that would be telling. For now, my presence must remain a secret—and it may remain that way forever."

2. Do know Goto's secret: "As you well know, my 'base' of operations lies inside this floating droid before you."

When you know Goto is a droid, you can ask, "What was it like breaking away from the Republic?"

SECURITY TUNNELER CONSTRUCTION

GO-TO can construct security tunnelers for you to utilize or sell for infinite profit.

SHADY OPS ON NAR SHADDAA

When you have a moderate influence gain/loss with GO-TO, ask the droid about the criminal operations on Nar Shaddaa, including additional information about Vogga. There are light and dark responses:

"I agree. Dealing with the Hutts would only hurt things in the long run." (Medium influence gain).

"Well, I *certainly* wouldn't wish to bankrupt the Republic, especially for my own gain. (Medium influence loss).

"Perhaps—but that's between me and Vogga." (Medium influence loss).

THIS IS THE DROID YOU'RE LOOKING FOR

The quest to expose Goto as GO-TO depends on the following actions:

1. Learning that the Republic lost the original Republic droid intelligence for Citadel Station some time ago. This is part of the main quest on Telos.

2. Gaining influence with Goto so you can ask about the criminal operations on Nar Shaddaa.

3. Exploring Nar Shaddaa and exposing all the incidents where you notice droids are running everything:

A. The first incident is the droid Pazzak player. When you discover the memory module (achieved with Awareness, Computer, or Repair and also by T3-M4 and Bao-Dur if you fail Computer and Repair skill checks, respectively), you can mention it to Goto.

B. The second incident is the droid swoop racer. When you realize the droid is dominating the races, confront Goto about it. Talk to Barna Lys for this information.

C. The third incident is the Bith scientist trying to track down the mysterious signal. He talks about it, then when you return, you find the Bith missing; ask Goto about this later.

D. When the T3-M4 droid warehouse quest (which takes place before GO-TO joins the party) is over, you have a chance to ask T3-M4 how he obtained the codes. When T3-M4 mentions that the droids in the droid warehouse were the ones sending the signal, ask Goto about that.

E. The fifth incident is when Atton mentions that droids can't go into the Jekk'Jekk Tarr during the call from Visquis. This is another clue.

When you have witnessed three or more of these incidents, start confronting Goto on this with, "A lot of your operations on Nar Shaddaa were carried out by droids." Eventually, the truth is known.

When you confront him at least three times, you can say, "I think you used droids in your operations because you are a droid." You've almost forced the droid to admit his secret, but influence is needed:

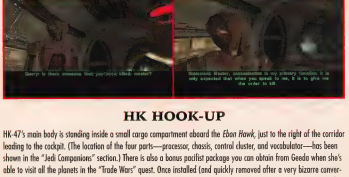
If you confront him with three pieces of evidence, you need a high influence gain/loss.

If you confront him with four pieces of evidence, you need a moderate influence gain/loss.

If you confront him with all five pieces of evidence, you only need a slight influence gain/loss.

Award: 2,000 XP (player character)

HK-47: Companion Quest Information


Query is there someone that you miss when master?
Statement: Master, consideration is my primary function. It is only expected that when you speak to me, it is to give me the order to kill.

HK HOOK-UP

HK-47's main body is standing inside a small cargo compartment aboard the *Ebon Hawk*, just to the right of the corridor leading to the cockpit. (The location of the four parts—processor, chassis, control cluster, and vocabulator—has been shown in the "Jedi Companions" section.) There is also a bonus pacifist package you can obtain from Geeda when she's able to visit all the planets in the "Trade Wars" quest. Once installed (and quickly removed after a very bizarre conversation), HK-47 receives a reward for his new "feelings." Award: 500 XP, +1 WIS, +2 Treat Injury, +2 Awareness, and +2 Will-based saves.

MOCKING PURITY

When you are one-quarter pure light or pure dark side (check the indicator on your colored character backdrop), HK has a specific reaction with light and dark side connotations:

"Statement: I have already learned a great deal, master, and I am anxious to learn more of lying, betrayal, and new ways to harm innocents." (Influence loss).

"It is good you are recording my cruelties—you may need to know how to use them yourself in the future." "Stick with me—you'll pick up a few things." (Influence gain).

When you are three-quarters pure light or pure dark side, HK has a specific reaction, with light and dark side connotations:

"Mercy and charity are not weaknesses." (Influence loss).

"If you decide to attack me, I will crush you into scrap without a second thought." (Influence gain).

When you are almost pure light or pure dark side (your indicator on the character backdrop will be almost at the top or bottom), HK has a specific reaction, with light and dark side connotations:

"I am not proud of what I did during the Wars—and I do not wish to discuss it." (Influence loss).

"They weren't accidents—I did them on purpose and would do them again. Why do you want to know?" (Influence gain).

LOVE AND THE ASSASSIN Ddroid

If you're going through women trouble with the bandmaiden and Visas or man trouble with the disciple and Atton (the first time either one of them fights), you can talk to HK-47 about his opinions on love and what love is.

TAKING CHARGE

With T3-M4 and HK-47 on board, both the droids come to blows after HK-47 realizes what T3-M4 has been up to. This can lead to a conversation with the line: "I found the navicomputer tampered with. Any idea why it's locked?" This only occurs after T3-M4 electrocutes HK-47.

INFERIOR CONSTRUCTS

If HK-47 has witnessed other HK units (on Telos and Nar Shaddaa), the conversation begins with, "Why are they masquerading as protocol droids?" you receive different information depending on these separate factors: a Computer Use skill of 9 or more, INT of 16 or INT of 17 or more, *and* Awareness of 18 or more.

Toward the end of this chat, you can utter, "So? That's how droids should be treated." Or, "Those are typical droid duties, but it doesn't mean they should be treated as furniture."

If T3-M4 overhears this, he suffers a small negative influence reaction.

Another line of questions—"For a sophisticated assassin droid…"—explains why HK-47 lost all the experience levels the droid gained in his first adventure with Darth Revan.

NOW I AM THE MASTER

Toward the adventure's end, after "Taking Charge" has occurred and with a moderately high influence gain/loss, HK-47 stops and asks you about your past. You can choose to dismiss him (which causes an approximation of joy). From now on, you can ask HK-47 about his history, killing Jedi, the Mandalorian Wars, and what Revan thought of you. This is a very long conversation with XP awards at the end, and some amusing dialog and mimicry of past companions of Darth Revan. During the conversation, there are many light/dark choices and influence gains/losses:

"I don't have time for this—leave it." (Influence gain).

"The next person who prevents me from leaving when I say the conversation is over is going to die. Now let me go, or else." (Influence gain).

This leads to a new conversation, beginning with, "Before, you asked if I was the one who served in the Mandalorian Wars—why?"

If you have a high influence gain/loss with HK-47, you can also ask, "Who was your previous master?" This allows HK to mock Revan's previous party members: Carth and Bastila (if Revan was male) and Carth only (if Revan was female).

In order to ask why Revan did not consider the Republic a threat, you need a high influence gain/loss. Continue with this line of questioning for the following responses:

"I've never grown comfortable with killing—and never enjoyed it." (Influence loss).

"It was an accident…and I regret it." (Influence loss).

"If I had known what would happen, I might have done it intentionally." (Influence gain).

In order to hear about HK-47's Jedi-killing days, you must have a very high influence gain/loss. However, the rewards for you are great:

Award #1: 1,000 XP, +1 CON, and +1 to Reflex-based saving throws.

Award #2: 1,000 XP, +10 FP, and +1 to Will.

JEDI ASSASSINATION TECHNIQUES

After you have engaged Darth Sion on Korriban and you have uncovered the fact that HK-47 used to kill Jedi, you can ask him how the droid would destroy Sion. This hints at the Persuasion technique to end the final battle with Sion.

Mandalore: Companion Quest Information

The Republic is a shadow beast that has been killing Sith people years before the wars began.
What did you think of us?
The Mandalorians were a menace that had to be stopped. They were ruthless without honorable warring warriors and worthy adversaries.

MANDALORE MEET AND GREET

When you first speak with Mandalore aboard the *Ebon Hawk*, he has a specific conversation that begins with, "Nice ship you have here. Where did you get it?"

CANDOR WITH MANDALORE

If you have a moderately high influence with Mandalore, he begins to talk to you, saying, "I want to have a word with you."

The revelations continue when you have a high influence with Mandalore; he begins to talk with, "I have questions for you."

However, the major revelations about Mandalore's past, his past affinities with Darth Revan, and Mandalore's real identity, are revealed when you have a very high influence over him. He begins a conversation with:

"You helped me gather the clans together, so I feel I owe it to you to tell you the whole truth about my mission and Revan." His continuing conversation varies depending on the gender of Revan (which you chose in your earliest conversation with Atton).

THE LAW OF MANDALORE

Mandalore tells you about the tumultuous history of the Mandalorians from the first time you converse; begin the conversation with, "Can you tell me about the Mandalorians?"

Question Mandalore's leadership when you've already selected the above conversation, and you have a high influence with him. Begin with, "Are you certain the clans will follow you?"

The final series of questions, revealing much of Mandalore's history, is obtained after you have a very high influence over Mandalore and after you've exhausted the earlier lines of questioning. The conversation to look for is: "How did you become Mandalore?"

Disciple: Companion Quest Information

I came to Dantooine in the hopes of finding some trace of the Jedi, but you know how my explorations turned out. I believe I sense a Jedi come to me, not just in Him.
…so Jedi Vandal is you who assists or send disciple for Republic. In at the moment. My influence is stretched thin, and it grows weaker with time.
What are you doing for the Republic? Tell me about the Republic.
+You said you had medical training?

CHECKING YOUR DESTINY

After a female player character obtains the disciple on Dantooine, he responds to you when your alignment shifts more than halfway toward the light/dark side. There are specific points to earn with the following dialog:

"I thank you for your kind words, but they are not necessary."

"Do not bother—I do not need your help."

"I have no time for your condescension. Leave me."

If a conversation ends with, "Very well—my apologies if I have offended you. I shall remain silent," you get a slight influence loss.

If a conversation ends with, "I understand now why others followed you to war. Perhaps that is what leadership is—and it is something I have seen in only a few during my travels," you get a slight influence gain.

If a conversation ends with, "Very well—then I shall keep my favorable opinions to myself," you gain influence.

THE CHOKE'S ON YOU

If you are a cruel and merciless leader, you can actually Force Choke the disciple during conversations, using the line:

[Force Choke] "I do not need your counsel, only your obedience." (Influence loss).

Conversely, the disciple takes a fancy to you, and various romantic conversations can be initiated, much to the chagrin of Atton Rand.

"WHAT DO YOU DO AGAIN?"

The disciple functions as a portable lab station (able to construct any kind of item a lab station makes), and he provides a limitless supply of medpacs. This is available when you discover the disciple's medical training (asking, "What do you do again?") and then asking what he can do with this training. Sell the medpacs for infinite profit. He also has different reactions to your comments when he heals you, depending on whether you are already at full health or are dark side:

"Thanks—that's good to hear. Your words are appreciated." (Minor influence gain).

"I have never felt stronger." (Minor influence loss).

"Save your counseling for the weak—I feel powerful, strong." (Minor influence loss).

"Your flattery means nothing to me—nor does your worthless opinion." (Minor influence loss).

DISCIPLE'S MEDITATION

You can learn to meditate with the disciple, but only on the *Ebon Hawk*. When this occurs, you gain a one-time bonus of 10 Force points and the ability to ask the disciple to meditate anywhere at any time to get back full Force points. There are light and dark methods of beginning this meditation, too:

"Can you teach me to meditate?" (Minor influence gain).

"I order you to tell me how to do the same." (Minor influence loss).

HUNTING FOR ARTIFACTS

"What are you doing for the Republic?" The disciple reveals why he is hunting for Jedi artifacts (with light and dark responses) when you pose this question, and you have a moderate influence gain/loss with him:

"It is the truth—the foolishness and arrogance of the Jedi has brought much harm to the galaxy." (Minor influence gain).

"The Republic has also been saved countless times by these same Jedi, often through valiant acts of sacrifice." (Minor influence loss).

DISCIPLE AND DANTOOINE

"Tell me about the Republic?" becomes a question after you hear the disciple say, "Dantooine was one of the few Republic worlds on the Outer Rim—it is why the Republic is attempting to get the settlement up and running." There are three responses here:

1. If Dantooine expedition is incomplete: "Dantooine is within reach of several other Rim worlds, and the Republic will need it as a resupply post if they are to keep a presence on the Rim."
2. If the Dantooine settlement was saved: (Slightly proud) "But now that you have protected the settlement on Dantooine, it will serve to stabilize the Republic presence on the Rim."
3. If the Dantooine settlement was lost: (Slightly defeatist) "But now, with the fall of Khoonda, the Republic will have to abandon many worlds along the Rim."

When you reach the comment, "How did this happen?" and "What do you mean?" light/dark options are available:

"Then we must do what we can to defend the Republic." (Influence gain).

"Let the Republic burn for all I care." (Influence loss).

If you follow the conversation and say that you don't believe the Republic should be saved, there are more light and dark responses:

"I did not consider that—perhaps you are right."

"If they are that dependent on the Republic, then yes." (Influence loss).

"The eventual independence would be worth it." (Influence loss).

"Then let them die." (Influence loss).

"The galaxy belongs to those who can hold it. Perhaps the Sith are a better choice." (Influence loss).

DIPLOMATIC DISCIPLE

After you discover he is on a diplomatic mission, you can ask a number of new questions. "Have you had any luck?" results in a quip from Mira if she's in your party. The number of lost Jedi are also counted at this time. If you try to convince him that the Jedi were weak and abandoned the Republic, you will fail unless you have a high Influence gain/loss; this thoroughly demoralizes the disciple:

[Influence: Success.] "I fear you are right. Their hesitation almost destroyed the Republic—and there is some evidence to suggest that it gave birth to the Jedi Civil War." (Major influence loss).

DISCIPLE INTERROGATION

"Can you tell me what you were doing on Dantooine again?" With Awareness of 11 or more, you can detect that the disciple is not being completely honest.

"Do you know what happened to the Jedi?" elicits light and dark responses:

"But Jedi have protected the galaxy for centuries, they seek peace, often through sacrifice."

"You are right to hate Jedi weakness and hypocrisy."

"What are your problems with the Jedi?" With a high Influence gain/loss, the disciple admits his problems with the Jedi. The following responses are light and dark:

"I was one of those Jedi. I must accept part of that responsibility." (Influence gain).

"It is possible. But training must be embraced by both student and teacher." (Influence gain).

"It is unfair to blame the teachers for the choices of the students." (Influence gain).

"Sometimes a teacher must stand back and allow their students to face their own challenges if they are to grow." (Influence gain).

"Should they have punished the students for choices they hadn't made yet? (Influence gain).

"I am glad to help." (Influence gain).

"And they were right to turn on the Order, for the Order's cowardice and fear was to blame." (Influence loss).

"The Jedi teachings, when one faces battle, are often inadequate for the brutality of what must be done." (Influence loss).

"Yes, their teaching lacks strength—and in their weakness, their hesitation, lies death." (Influence loss).

"It is more likely they were blinded to it—blinded by Jedi arrogance. What other truths could there be? (Influence loss).

"Maybe they understood the dark side, the Sith well, indeed—and let their students drawn in threats to make them strong." (Influence loss).

"I would keep such doubts to yourself—they only serve to weaken you. (Influence loss).

LEAVING THE JEDI ORDER

The first time you speak to the disciple (whether on Dantooine or elsewhere), he asks you why you came to Dantooine. The second time you speak to him when he is in your party, he asks you why you left the Jedi Order. You have the following dark side and light side options:

"I left to protect the innocents on the Outer Rim."

"Battle called, and I answered."

"The Jedi held no truth for me—only war did."

"You waste your time on such things—such Jedi knowledge will only weaken you." (Influence loss).

"You are free to do so." (Influence gain).

"I trust you—go ahead." (Influence gain).

If you told the disciple of the records (whether they gave him permission or not), he talks to T3-M4 and asks to see the record. The next time the player speaks to the disciple, he says, "I have studied the holorecord of your trial. I am unsure what to make of it."

JEDI QUEST: "YOU LOOK FAMILIAR TO ME..."

Begin the conversation with the above statement. You need a moderately high influence for this to occur, and during the chat, the conversation becomes specific to your PC's class:

[Sentinel] "You taught us how to move within the Force, and see it flow within others. How to see it in the behaviors of others, and use that sight to achieve truth."

[Guardian] "You taught us the ways of combat, how to hear music within the movements of a lightsaber blade."

[Consular] "You taught us the ways of the Force, how to hear it sing within others, within the life around Dantooine."

Award: 500 XP, Jedi training

You can further the conversation and start training with high influence gain/loss, and there are light and dark responses:

"I am sorry that my leaving for war had such…consequences on your future." (Influence gain).

"It is good you turned from the weakness and hypocrisy of the Jedi—as I did." (Influence loss).

You can now ask the disciple, "What are you doing for the Republic?" and the disciple's real role is revealed: he's an agent!

When you have enough influence (high gain/loss) to recognize him and he reveals he used to be a Padawan, you gain new options:

"Tell me about your training on Dantooine."

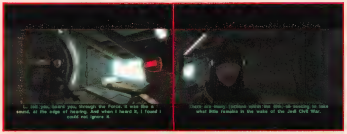
"I am sorry if my leaving ruined your chances of becoming a Jedi Knight." (Influence gain).

"Well, I doubt you could have completed the training anyway." (Influence loss).

"I really could care less." (Influence loss).

This leads to "I could train you to feel the Force again." This requires an extremely high influence gain/loss. After this, you can teach the disciple in the ways of the Jedi (or Dark Jedi) Consular.

Visas Marr: Companion Quest Information



VISAS MARR WILL YIELD!

Visas Marr joins your party when you have enough dark or light side points accumulated (25); she appears to confront you on the *Ebon Hawk*. After her subjugation, there are a number of light and dark side responses:

"I will not kill you."

"Arise—but do not attack me again."

"I do not kill a helpless opponent."

"Look, you're wounded. Stand, let me get you to the medbay."

"Is she going to be all right?"

"If her condition changes, let me know—I didn't want to hurt her."

"And what have you to offer more than your life?"

"You pledge yourself to me?"

"I am in need of servants, not corpses."

"You may still die at my hands if you don't answer my questions."

"We'll see if you survive my interrogation."

"Will she recover? I have uses for her."

"I only want her to live long enough for the interrogation."

Visas: (Slight confusion) "I…have nothing to offer you. Your strength is superior…it is as I felt." (Influence gain).

Visas: "I will do as you ask…but I fear the answers you seek of me…would be useless." (Influence loss).

Defeat her and her lightsaber is destroyed. You receive a piece of the dismantled lightsaber, which you can use to construct your own. If you already built your lightsaber, Visas comes with a "spare" that any Jedi party member can use.

DISCIPLE/HANDMAIDEN'S ENVY

When *Visas* is in the medical bay, you have a chance of meeting either the disciple, the handmaiden, or nobody when you leave. With the handmaiden, you get the following responses:

"I won't harm her, if that's what you're asking." (Handmaiden influence loss).

"She is useful, and I do not mean to kill her yet." (Handmaiden influence loss).

"I trust her more than I trust you." (Handmaiden influence loss).

With the disciple, you get:

"I don't believe in killing prisoners—or the wounded." (Disciple influence gain).

"She is useful, and I do not mean to kill her yet." (Disciple influence loss).

"I trust her more than I trust you." (Disciple influence loss).

Regardless of whether you are male or female, *Visas Marr* forms a romantic attachment to you. With high influence, you can watch arguments play out between the handmaiden and *Visas* as they vie for your affection.

"ARE YOU ALL RIGHT?"

Saying this lines awards you light side points and raises your influence with her. Keep this going with:

"I didn't mean to hurt you." (Influence gain).

Or:

"In medbay, I…we…noticed you have scars. Who hurt you?" (Influence gain).

"WHO SENT YOU?"

There are light and dark responses to this question:

"My life is unimportant—your Master threatens more than just me. If he is behind what has befallen the Jedi, then he must be stopped." (Influence gain).

"I need to find him and kill him before he is a threat to my power." (Influence loss).

"I will decide when I am ready, and I command you to bring me before him." (Influence loss).

"I order you to take me to him." (Influence loss).

This leads to: "Where are your people now?"

You need a moderate Influence gain/loss for her to answer successfully.

VISAS STARTS THE QUESTIONING

The first time you try to leave the conversation and your influence is high enough, she stops you and starts asking you questions. This has the following dark and light responses:

"Because I believe you can be saved." (Large influence gain).

"To help another is not weakness—it is strength to them both."

"Why? It is only that a weak servant is no use at all. Surely the Sith has taught you that." (Minor influence loss).

THE EYES HAVE IT

"I have heard your species is blind. How are you able to see?" When you have a very high influence, you get a successful answer and light/dark options:

"When one endures, it gives hope to others—and themselves."

"There is no gift in pain—except the gift of strength."

Then the question, "How do you see through the Force? You sound as if that Sight is lost to you." Your Influence must be extremely high for Visas to answer with what you want to hear. After this, Visas teaches you Force Sight.

Award: Force Sight, +10 Force points, 500 XP.

DEATH BY DARTH NIHILUS

Equip Visas Marr with her original clothing and a melee weapon during the battle with Darth Nihilus, and you gain the option for her to sacrifice herself, distracting Nihilus long enough for you to finish the battle.

Jedi Mind Tricks

THIRD TIME'S A CHARM

Complete the game with a light side and a dark side character, and on your third play through the game, expect some extra dialog from the party members. Your third character must be female for Atton to impart some witty repartee, and the handmaiden has options to say some Echani poetry quotes.

SION AND NIHILUS AT THE START MENU

After Visas detects your character in any game, the Start Menu changes to feature Darth Nihilus instead of Darth Sion.

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